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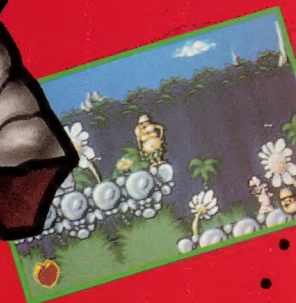


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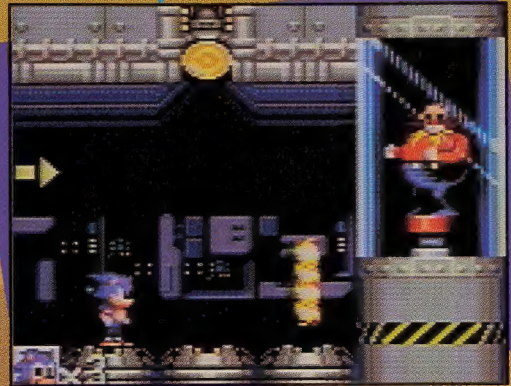
Looks like things in the Gulf are heating up again — and you've got to fly your Apache attack chopper into the eye of the storm!

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He's an archaeologist, explorer, and whip-slinging man of action. That's right, it's Earnest Evans!

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Sonic's back, this time battling Dr. Robotnik on Game Gear. Sonic faces all-new adventures as he tackles the bad guys on the small screen.



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GAME PLAYERS SEGA GENESIS STRATEGY GUIDE

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MPA

EDITOR'S NOTES

Every once in a while, something happens to remind gamers that videogaming is a complex business. And right now, business and business legalities are foremost on the minds of the folks at Accolade, publishers of the Ballistic line of 16-bit games.

As we've reported in earlier issues, Accolade is not a licensee of Sega of America. Yet the Ballistic line has been very successful, counting such hits as *Hardball!* and *Star Control* among its impressive list of titles. For several months now, Sega Enterprises Ltd., the Japanese parent company of Sega of America, and Accolade have been involved in lawsuits and counter-suits, each accusing the other of unfair business practices. As this issue went to press, the court hearing the case issued an injunction barring Accolade from continued sale and manufacture of its Genesis-compatible titles. The injunction does not apply to any Ballistic titles sold before the court's decision.

But the legal wrangling isn't over. Accolade intends to move immediately to have the court's decision reversed, and Sega attorneys have stated that Sega will pursue its case against Accolade.

So what will ultimately come of all this? No one knows yet. The Ballistic titles have shown a lot of promise so far, and good games are the driving force behind hardware sales. And obviously, Accolade wouldn't be interested in Genesis if the system itself weren't so impressive. We at *Game Players* sincerely hope that Accolade and Sega can eventually come to some agreement — which, it seems, would benefit both companies. And most of all, we hope we can look forward to many more Ballistic games.

Matthew A. Firme
Editor

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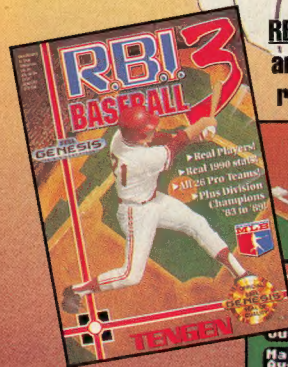
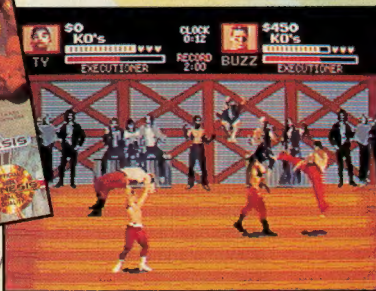


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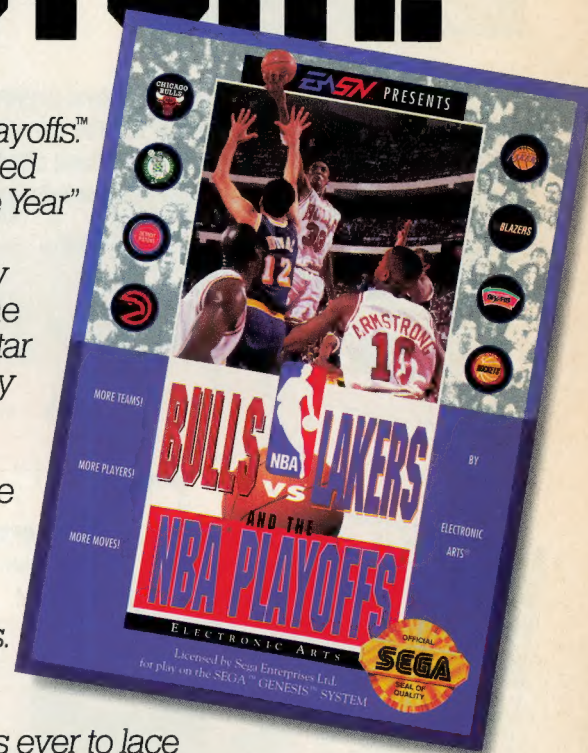
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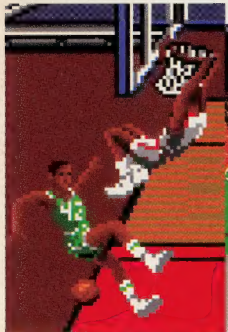
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Altered Beast II?

I purchased my Genesis a year ago, and it included the game *Altered Beast*. Will there ever be an *Altered Beast II*?

Craig Dols
Connecticut

Believe it or not, *Altered Beast* was a very controversial game for Sega. Many parental groups complained that the game's title was "demonic." So it's unlikely that first Genesis game will ever have a follow-up.

I Want My *Altered Beast*!

I got a Genesis system for Christmas, and it came with *Sonic the Hedgehog*. I like *Sonic*, but I really wanted *Altered Beast*. Is there anywhere I can still get this game? Also, will Sega ever come out with another boxing game? I love Buster Douglas Boxing!

Robert Atkinson
Oklahoma

Altered Beast should be available separately by the time you read this, so keep checking your local store. If you don't want to wait, you can order the game directly from Sega by calling 1-800-USA-SEGA. The cost of the game is \$39.95, plus shipping and handling. And as for boxing, Sega unveiled a terrific new boxing game at the winter CES endorsed by

Evander Holyfield! It will add to the already growing roster of players who have signed with Sega, including Joe Montana, David Robinson, and of course Buster Douglas.

Sonic Codes Won't Work!

In a recent issue of your magazine, you published a *Sonic* stage select. I've tried the code several times and it will not work! Please tell me what I'm doing wrong!

Stephen Werts
South Carolina

You're not alone, Stephen. We've received quite a few letters and calls about this and other *Sonic* codes. We've checked the codes, and they DO work. But you've got to enter them exactly — especially the portions that require you to press a certain direction on the control pad. If you're supposed to press Right, and

you press Up or Down at all, the code won't work. We recommend using a Genesis Arcade Power Stick — it seems to be more accurate when entering direction codes.

Tennis, Anyone?

I'm a big sports fan, and I was wondering if Sega or anyone else is going to make a tennis game.

Bill Planitzer
Pennsylvania

I bought a Sega Genesis about a year ago and I love it. But when is there going to be a Genesis tennis game?

Mikey Fuori
Georgia

Good news, Bill and Mikey! There are three tennis games in the works right now. Renovation is looking for a major tennis pro to endorse a Japanese title called

Super Tennis. They hope to bring the game to the American market by fall of this year. And both Sage's Creation and Sega of America are working on tennis titles. No names or release dates yet, though.



LOCK AND LOAD THEN ROCK 'N' ROLL



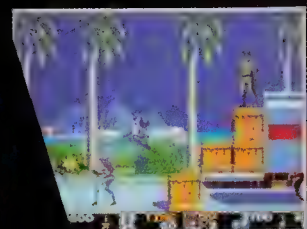
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Shining in the Darkness

I can't seem to find Dai in *Shining in the Darkness*. I thought he was in the Cave of Wisdom, but I've checked both levels. Could you please tell me where he is? Which cave? Which level? I would really appreciate it!

Jeff Baird
Ohio

Dai is in the Cave of Wisdom, but he appears randomly. And if you've already passed the trial, he won't appear at all. Don't worry, though you won't need him to finish the game.

Golden Axe II

I just purchased *Golden Axe II*. I've seen pictures of Axe Battler's most powerful magic in other magazines, and it's supposed to look like a big white angle. But in my game the magic is just a bunch of wind! What's going on?

C.J. Bell
California

Games go through many design stages before they're released to the public, and can change drastically from the first version to the finished product. The version you saw was probably an early prototype.

The Triton Controller

How much is the Tri-1000, and is it available for the Sega Genesis?

Ben Baird
Ohio

Made by Triton Toys, the Tri-1000 is a programmable joypad. It actually allows you to program a single button to perform a series of moves — like jumping, attacking left, then attacking right. This great pad is available for the Genesis, and retails for about \$39.

Baseball for Genesis?

Will there ever be a Genesis version of *Clutch Hitter*? The arcade game is great!

Chris Heck
New York

Right now, Sega's only plans for a baseball game are *Sports Talk Baseball*, using the same play-by-play technology as *Joe Montana II Sports Talk*.

Sonic the Hedgehog

I bought a Sega Genesis with *Altered Beast*, but I did not get a spe-

cial coupon to get *Sonic the Hedgehog* free.

Long Voong
California

The offer for a free copy of *Sonic* was quite a while ago. Your best bet is to call Sega at 1-800-USA-SEGA. They can give you all the details.

DecapAttack

I've found something very helpful in *DecapAttack*. Once you have the treasure of El Beau Island, you don't have to defeat the Toad! Just go to the hole that leads to him, and stay in the branches near the top of the screen as you move to the right. Now go through the exit and on to the next level!

Danny Steinmetz
Wisconsin

Thanks for the tip, Danny!

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

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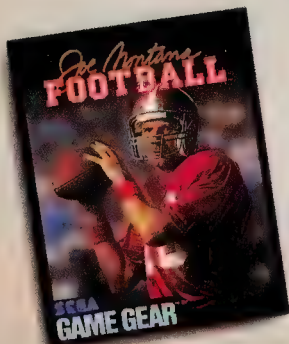
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Code BREAKERS

Hints, Tips, and Secret Codes

MIDNIGHT RESISTANCE

Level Select: Hold down the C button as you turn the game on. When the first stage begins, pause the game and press A. This will allow you to skip the round and begin the next level. Pause and press A again each time you want to skip a level.

ONSLAUGHT

Total Conquest: By entering 0 (zero) at the password screen, you can begin the game with all 76 worlds conquered.

NHL HOCKEY CODE

Sharks in the Finals: These codes let you to play as the San Jose Sharks in the Stanley Cup final.

Versus Montreal—
HTMVXYP5N8V9BPVJ

Versus Pittsburgh —
G75ZPF74B4GLP5X5

ROLLING THUNDER 2

Level Codes:

Level 2 — A Magical Thunder Learned The Secret

Level 3 — A Natural Fighter Created The Genius

Level 4 — A Rolling Nucleus Smashed The Neuron

Level 5 — A Curious Program Punched The Powder

Level 6 — A Logical Leopard Blasted The Secret

Level 7 — A Private Isotope Desired The Target

Level 8 — A Natural Rainbow Elected The Future

LAST BATTLE

Continue Code: Once you've finished the first chapter, this code allows you to continue if you're defeated. When you've lost your last life, hold down the A,B, and C buttons, then press Start twice. A screen will appear indicating the chapter — just adjust it to the chapter you wish to continue.

SPACE HARRIER (GAME GEAR)

Passwords:

Stage 2: Cochine EAGF

Stage 3: Lindum CHFA

Stage 5: Harm DGBC

Stage 6: Bes HBGA

VAPOR TRAIL

Stage Select: You must have controllers plugged in both ports. Now, go to the Options screen and set the following: Player 5, Music Test 10,

and Voice 3. Activate the voice test — it should say "Vapor Trail." Now start the game and go to the Ship Select screen. You can now select any level by inputting these codes:

Stage 2 — Hold A on controller 2, and press Start on controller 1

Stage 3 — Hold B on controller 2, and press Start on controller 1

Stage 4 — Hold C on controller 2, and press Start on controller 1

Stage 5 — Hold Start on controller 2, and press Start on controller 1

Stage 6 — Hold A and B on controller 2, and press Start on controller 1

DINOLAND

Level Select: Use this code to practice any of the levels. First, pause the game. Then press Down, Up, Down Down Down Down Down Down. Now unpause the game while pressing the B button. You should return to the game. By pressing the A button as you play, you'll be able to skip to the next level.

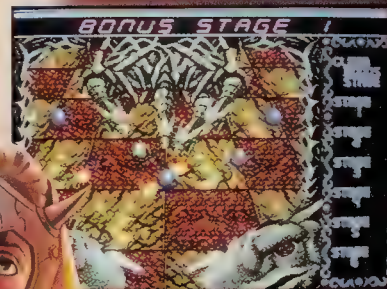
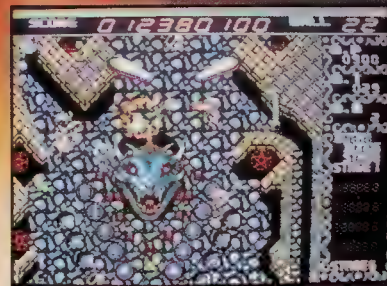
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Another Title Wave!

As we head toward the halfway point in 1992, the news for Genesis and Game Gear players is good and getting even better. Some terrific new games are now available, and even more are on the way.

Thanks to Sega's tremendous success over the past few years (especially last year, when Sega held its position against the new Super

Nintendo system), new licensees are hurrying to develop games for Genesis and Game Gear. Existing licensees, too, are producing more new titles than ever before. As a result, dozens of new carts are on the way — and dozens more will be announced at the Summer Consumer Electronics Show!

Here's a run-down of the licensees planning new products:

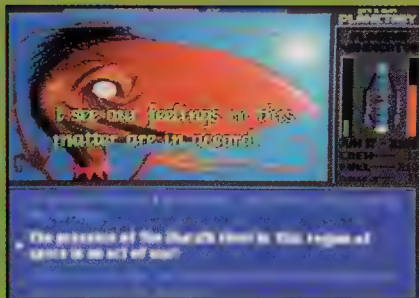
Absolute Entertainment

— One of many new Sega licensees, Absolute's first new title will be *R.C. Grand Prix* for the Game Gear. You race radio-controlled cars on 10 different courses, using prize money to improve your racer and stay ahead of the competition.

Arena — Arena was recently purchased by Acclaim Entertainment, the largest U.S. Nintendo licensee and now a Sega licensee as well. But Arena will continue as a subsidiary of Acclaim, and the company's upcoming titles — *Aliens 3* and *Predator 2* for the Genesis and *Aliens 3* and *Rastan's Revenge* for the Game Gear — will be released soon!



Aliens 3



Star Control II — PC screen shown

Ballistic — Although still not a licensed third-party developer, Accolade's Ballistic label has already released some best-selling Genesis titles, including *Hardball!* and *Star Control*. Among the new Genesis carts you can look forward to are *Double Dragon*, the classic slug-fest saga of the Lee brothers, and *Test Drive*, a PC adaptation that lets you climb behind the wheel of a Porsche, Lamborghini, or Ferrari. If you like your vehicles a bit more rugged, you'll love the four-wheeling action of *Super Off-Road*. And there'll be more of a good thing when Ballistic adapts the upcoming *Star Control II* to the Genesis.

Bignet — Known for challenging strategy games like *Warrior of Rome* and such action hits as *Raiden Trad*, Bignet is working on new games for

both Genesis and Game Gear. On the Genesis side, watch for *Warrior of Rome II*, an improved follow-up to *Warrior of Rome*. And for strategy gaming in a more modern vein, Bignet is working on a global war game, tentatively titled *The World War III Simulation*. For you Game Gear owners, Bignet will release *Junction*, an addictive puzzle game first introduced on the Genesis.

Data East — This well-known publisher of PC and Nintendo games has several new Genesis titles on the way. *Two Crude Dudes*, now available, is a toughman's dream. What other game lets you hurl cars at your enemies? *Atomic Runner* is a something like a side-scrolling shooter, except you play as a man running through hostile territory as he tries to stop a nuclear meltdown. Great graphics! And finally, someone's bringing out a pool game! *Side Pocket* will let those of us who love pool (but can't afford a table!) play whenever we like.

Electronic Arts — In addition to the recent *Bulls vs. Lakers* and *Jordan vs. Bird*, E.A. is working on some impressive Genesis translations of PC hits. Although they probably won't be ready until later this year, *LHX Attack Chopper* and *Powermonger*

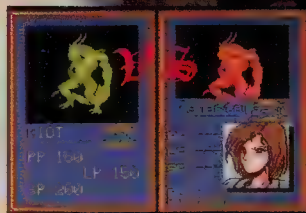
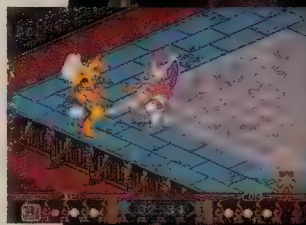
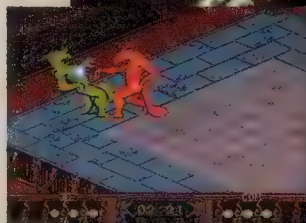
Beast Wrestler™

WHEN THESE MONSTERS CLASH THE EARTH TREMBLES

Scientists of the future have developed the ultimate in sports combatants - the Beast Wrestlers. Control your choice of man-made giants in matches that pit fang vs. claw and armor vs. fur! Train your behemoth in combat tactics and supply it with the latest in wrestling weaponry before taking on the veteran monsters.

It's a no-holds-barred battle quest as you strive to defeat fellow mutations in the wildest event ever held in an arena! Crush all contenders on your way to the International title of Supreme Beast Wrestler!

- ✱ Pick from a variety of weird and powerful Super Beasts.
- ✱ Dethrone the domestic champion to go after World-Ranked players.
- ✱ 1 or 2-Player blockbusting action!
- ✱ 8 Meg Power!



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SEGA
GENESIS
16 BIT GAMES

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MEGA BYTES



Double Dragon

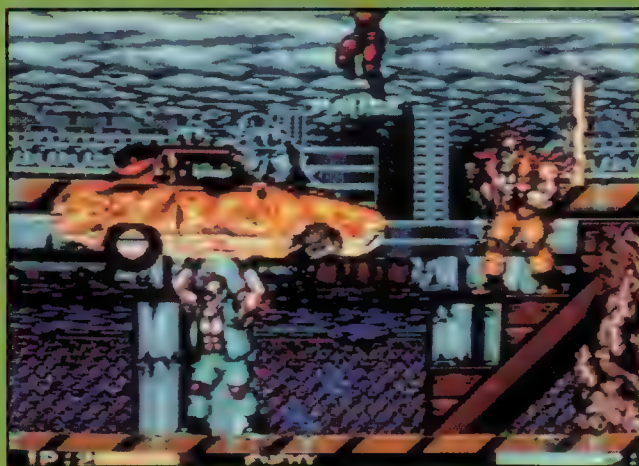
should be well worth the wait. *LHX* is a past winner of the Game Players Best PC Flight Simulation Award. You fly your choice of high-tech helicopters in a number of hair-raising battle scenarios. And in *Powermonger*, a very detailed and enjoyable strategy game, you play as the king of a tribe of people. You must guide them to prosperity as they compete for resources with other tribes. Also on the way are *Black Crypt* and *Lotus Esprit*.

Flying Edge — Acclaim's new Sega division, Flying Edge already has a number of titles on the way. The first, *Steel Empire*, should be on store shelves by the time you read this. For those of you who've written asking about the Simpsons for Sega, we're happy to announce that *The Simpsons: Bart vs. The Space Mutants* is on its way for both Game Gear and Genesis, and *The Simpsons: Krusty's Funhouse* for Genesis won't be far behind. Also, Flying Edge is bringing the elder statesman of boxing to Sega with Genesis and Game Gear versions of *George Foreman Boxing*. Coming to Game Gear is *Spider-man*, America's favorite web-slinger. And rounding out Flying Edge's Genesis line-up are the basket brawl game *Arch Rivals*, the fast and furious *Ferrari Grand Prix*, the

arcade hit *Smash TV*, and *Terminator 2*. Pretty impressive lineup for a new licensee, huh?

Galoob — While Nintendo tried to fight Galoob's Game Genie, Sega of America has actually licensed Galoob to make Game Genie for Genesis! The Game Genie lets you enter special codes to change the way your games play!

Gametek — Another new licensee, Gametek is bringing popular game shows *Jeopardy!* and *Wheel of Fortune* to both Game Gear and Genesis. Also coming are 16-bit and handheld versions of *The Gadget Twins*. And Genesis players will be able to compete in that syndicated battle of brawn, *American Gladiators*.



Two Crude Dudes

Kaneko — The big news at Kaneko is the company's license with Frito-Lay to produce *Chester Cheetah* for Genesis. Chester is the ultra-cool cartoon spokesman for Cheetos cheese snacks. Kaneko is also bringing *The Berlin Wall* to Game Gear, and *Kabuki* and *Kargeti 2* to Genesis.

McO'River — Watch for the Genesis title *Karate Blazers* later this year.

Mentrix — The licensee that brought us *Wardner* and *Cal. 50* is now working on a bowling title for Genesis, as well as *Nolan Ryan Baseball*.

Namco — If you loved the hockey-masked murderer in the *Friday the 13th* movies, you won't want to miss *Splatterhouse 2*. You play as masked Rick, slashing and bashing some of the slimiest monsters in videogaming. Not for the faint of heart!

RazorSoft — *Technocop* fans, rejoice! There's a sequel to this no-holds-barred game in the works! Although no title has been chosen yet, we're sure game play will be as intense as the original. Other RazorSoft titles to watch for include *Death Duel*, *Pigskin*, and *Vampire Killer*.

Renovation

— As usual, the folks at Renovation are keeping busy. In addition to the many titles — *Earnest Evans*, *Syd of Valis*, *Exile*, and others — released earlier this year, Renovation is working on *Slime World*. This terrific title, originally ap-

pearing on Atari's Lynx handheld, puts you in an alien world of slime, monsters, and underground caverns. One of our favorite Lynx titles, *Slime World* should be terrific on the Genesis!

Sage's Creation — The Sage will be bringing the fun of sport fishing to Genesis with *King Salmon*. Like

THE PREMIER MAGAZINE FOR THE GENESIS® FAN

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MEGA BYTES



Splatterhouse 2

parent company Hot-B's Nintendo fishing sims, *King Salmon* lets you enjoy the excitement of fishing without having to bait your own hook. And watch for *Ex Mutants* later this year.

The Software Toolworks

— Another new licensee, Software Toolworks will bring its award-winning *Chess Master* PC and Nintendo chess program to Genesis.

Sunsoft — The super heroes are coming! Sunsoft is bringing Batman back to Genesis in *Batman: Return of*

the Joker. And Batman's good friend and fellow crime fighter gets his own new Genesis game — *Superman*.

Taito — Coming to both Game Gear and Genesis is *Chase H.Q.*, a cross between *Road Blasters* and the Highway Patrol. You chase criminals speeding down the highway, ramming their cars to bring them to justice. Also coming to Genesis are *The Flintstones*, arguably the most popular prehistoric family in television history. And watch for *Hit the Ice*, coming later this year.



King Salmon

Tengen — Tengen has plenty in store for both Game Gear and Genesis. On the Game Gear side, look for *Rampart*, the castle-building strategy game, and *Marble Madness*. Genesis games to look for include *Rampart*, *RBI 4*, *Steel Talons* (a great-looking helicopter sim), and *Road Riot 4WD*, a translation of the off-road arcade hit.

U.S. Gold — Known for its European-import PC titles, U.S. Gold is another new name on the Sega licensee list. The company's first titles include *Indiana Jones and the Last Crusade* for Game Gear and Genesis, *Olympic Gold* for Game Gear and

Genesis, and the hit computer golf game *World Class Leaderboard* for Genesis.

Virgin Games

— On the Genesis side, Virgin's new title will be *Mc Kids*, a Marioesque game with McDonalds characters. For Game Gear, Virgin is working on *Robin Hood*, *Super Off-Road*, *Double Dragon*, and *Mc Kids*.



Death Duel

GP

Journey Through an Ancient, Magical World

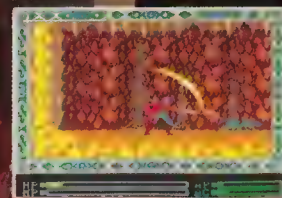
exile

The travels of Sadler begin in a small desert town but take him across a world filled with magic, monsters and adventure! Join the nomadic warrior on his quest to rid his lands of an evil invasion. See the mystic realm unfold before your eyes in the map scrolling mode!

Converse with townsfolk and villagers in the RPG mode to gain valuable information. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition.

But don't forget the action! You'll need all of your skills as a fighter and a spell-caster in the combat mode to destroy the massive armies that await your arrival. Fight well and the land may know peace again!

- Buy weapons and magical potions to increase your strength and vitality!
- Search for powerful magic to defeat the invaders of the desert!
- 3 modes of gameplay; interactive RPG, vast map scrolling and intense hand-to-hand combat sequences!



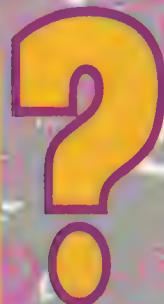
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WHERE (& WHAT)

IS THE



The Mega-CD — just pop a disc in this baby and get ready to play!



As the stereo soundtrack plays, the Mega-CD logo whirls and flips against a beautiful blue sky.

You'll have to wait a little longer to start playing compact disc games on your Genesis. The U.S. version of Sega's Mega-CD player won't hit the stores until later this year, according to Sega of America.

Although the Japanese version went on sale last December 7, and the American version was expected this spring, the U.S. release has been pushed back to the second half of the year — probably late summer or fall. For that reason, Sega chose not to display the Mega-CD at the Winter CES this past January. Instead, Sega is waiting until late May



You'll use your controll pad to select from the Mega-CD menu. Play games, music CD's, or "CD + G" music and graphics discs!

to unveil the American version at Summer CES in Chicago. The Mega-CD will begin appearing in U.S. stores a few months after the introduction, according to Sega.

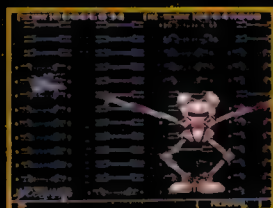
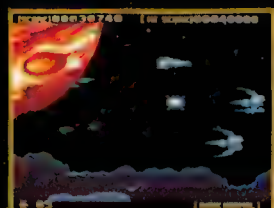
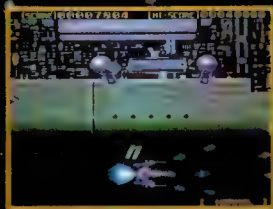
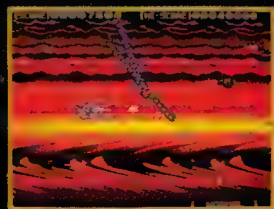
In the meantime, some companies are importing the Japanese ver-

sion of the Mega-CD to the U.S., Canada, and Europe. But be warned: the Japanese Mega CD-Rom will not work with a Genesis! You have to use a Japanese Mega Drive. And Sega warns that the Japanese, American, and European versions of the Mega-CD will be incompatible with one another. Each version can play only the games designed for it. That means anyone who buys the Japanese version of the Mega-CD will have to continue buying Japanese games, even after the American and European versions are released. This is Sega's way of slowing down the "gray market" importing of Japanese games into other countries.

The Japanese Mega-CD (pre-

Every Game Player Needs Their Space.

In the third millennium, mankind has launched a new experiment: an ultra-advanced artificial intelligence circuit is transplanted into a machine. The result is GCS-WT, a super computer designed to act as the unifier of human society. But GCS-WT instead turns into a dictator and begins to suppress mankind. A scientist, Edwin Deace, sets out to combat the evils of GCS-WT. Deace designs a revolutionary twin-seat fighter spacecraft, Sol-Deace, which he will use to destroy GCS-WT and free the oppressed Earth. Deace is assassinated by a galaxy-wide manhunt sent out by GCS-WT, and two surviving young people set a course with Sol-Deace for Earth. In the great whirlpool of light and heat, the tragedy of blood and oil begins...



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SEGA
GENESIS
16-BIT CARTRIDGE

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viewed in our previous issues) is priced at 44,800 yen — about \$360 U.S. It was released with three CD titles: *Sol Feace*, a side-scrolling shooter; *Nostalgia*, a role-playing adventure; and *Heavy Nova*, a futuristic beat-em-up. U.S. prices for the player and games haven't been announced.

Sega's CD-ROM won't be the only CD game system available. The American version of NEC's TurboGrafx-CD player came out in 1989 and sells for \$299. Nintendo is planning to introduce a CD player for the 16-bit Super NES later this year. (Incidentally, the NEC, Nintendo, and Sega CD players won't be able to play one another's games, even though all of the games are on similar five-inch compact discs.)

The big advantage of CD games is the huge amount of memory available. Most cartridge games for the Sega Genesis hold about eight megabits of data; a CD has room for about 4,400 megabits! That's far more than most disk-based computer games. Of course, not every CD game takes advantage of that much storage, but the capacity is there.

One thing that sets the Mega-CD apart from the TurboGrafx-CD is that it's not just a CD player — it also contains extra hardware to boost the sound and graphics power of the basic console.

When the Mega-CD is attached to the Genesis (or Megadrive, as it's known in Japan and Europe), it adds another 16-bit microprocessor chip to the system. This additional 68000 chip runs even faster than the standard 68000 chip built into the Genesis (12.5 megahertz versus



8 megahertz). Thanks to this extra computing power, Sega programmers will be able to design even better games.

With the Mega-CD, Sega has added these features to the Genesis.

However, even with the Mega-CD, the scaling and rotation abilities of the Genesis are somewhat limited. Unlike the Super NES, the Genesis still won't be

able to scale and rotate very large objects. On the Super NES, for example, *Pilotwings* takes advantage of full-screen rotation and



Incredible cinematic displays introduce Sol Feace, a side-scrolling shooter.

And that's not all. The Mega-CD also contains 128 kilobytes of memory for its operating system; 8 kilobytes of backup memory for saving games; 8-channel stereo sound; and special chips for graphics scaling and rotation. These features further boost the sound and graphics power of the console.

Especially exciting are the scaling and rotation chips inside the Mega-CD. Until now, the

Super NES was the only home video-game system with the hardware able to make screen objects seem to grow larger or smaller and rotate in all directions. Although these effects can be simulated with clever

scaling to make the ground seem to spin and gradually get closer when you're parachuting out of a plane. The Mega-CD can't duplicate those effects, but can scale and rotate smaller objects.

The new sound capabilities of the Mega-CD are also much improved. The player generates sounds using a method called *pulse-code modulation* (PCM) with digital sampling at 32 megahertz, similar to music synthesizers. Sound effects and music will have much more clarity and impact.

Like NEC's TurboGrafx-CD player, the Mega-CD can also play audio compact discs and special audio CDs



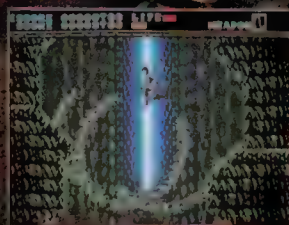
Three Statues, a Temple, and What Do You Get?

EARNEST EVANS

A whole new terror could take over the planet Earth and all it takes to make this happen is three small statues. Explorer Earnest Evans has been trying to avert this deadly situation since the 1930's, and now he is ready to pass the secret down to his grandson, a muscular youth of the 1980's.

"These idols were scattered somewhere around the world by Hastur before your mother Annet crushed its power," Evans told young Earnest. "We found one, but syndicate leader DeMarco's successor Brady Tresidder got another one in Europe. You must find the third one in Mexico and recover the last one from Tresidder."

When the three statues are placed together in a dark temple in Peru, Hastur's counterpart Mavur will be summoned to become one with the planet and roam the universe forever. Young Earnest Evans has set out against time and the Tresidder syndicate to battle giant scorpions, living skeletons and humongous Venus fly traps among others and carry on his mother's fight to control the wicked forces from darkest Peru.



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Earnest Evans is a trademark of Renovation Products, Inc. © 1991 Licensed for play on the Sega Genesis System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Renovation Products, Inc. is a subsidiary of Tokiwa Screen Co., Ltd.

with *subcode graphics* — a feature known as CD+G. With certain CD+G discs, you can view simple graphics on your TV screen along with song lyrics, guitar chords, and other information. The Mega-CD also plays *karaoke* discs — special CDs which allow you to plug in a microphone and sing along with the music. Karaoke is very popular in Japan and is catching on in some parts of the U.S., too.

To get stereo music from a Mega-CD player, all you have to do is hook up the left and right phono jacks to an audio system. But to get game sounds, you must also plug a 3.5-millimeter jack into the PCM port and connect it to an audio system or stereo TV. This is similar to the way the TurboGrafx-CD player works.

There are no additional buttons on the Mega-CD itself. After you attach the player to the Genesis, you control everything from a menu which pops up on the screen after you switch on the system. The first thing you'll see is the Mega-CD logo and the operating system number (currently version 1.0) in the top-right corner of the screen. The logo then twirls and whirls all over the screen while shrinking and growing. During this impressive demonstration of the Mega-CD's scaling and rotation abilities, a zippy stereo soundtrack plays in the background. To end the demo, press the Start button on the Genesis; this brings up the main control menu.

Game Players has tested all three of the CD games first released with the Mega-CD in Japan. *Sol Feace*, the side-scrolling shooter, offers a fully orchestrated musical soundtrack and spatial stereo effects. The graphics are average, but the game play is hot, with plenty of power-ups and bosses. There's a

this problem.

Nostalgia is a role-playing game with digitized speech. It looks good, but is very difficult to play if you don't understand Japanese!

Heavy Nova is a futuristic kung fu pummel-fest. You're a robot who has to battle other robots in grueling fights to the death. The graphics are average, the game play is reasonable, and the overall presentation is very professional, with some amazing music and storyboards.

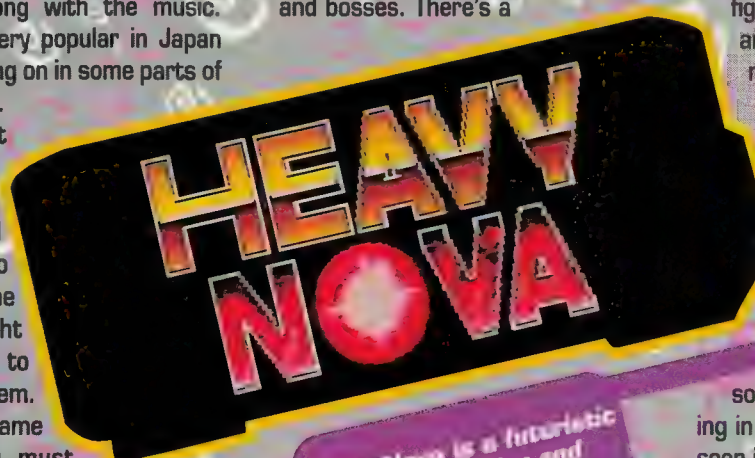
But none of these first three titles is really *stunning*. Aside from the scaling,

rotation, and soundtracks, there's really nothing in these games that we haven't seen in cartridge-based titles. Keep in mind, though, that these are very early Japanese games — chances are, Sega of America will have some

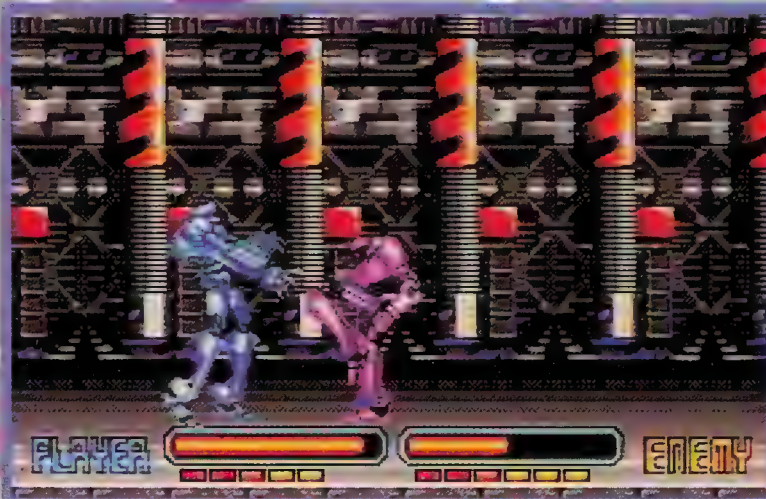
much more impressive titles ready by the time the systems debuts here. And we've noticed that CD games for the NEC TurboGrafx have improved steadily over the past three

years — it'll probably take a while for designers learn to make the very most of the Mega-CD's features.

GP



Heavy Nova is a futuristic slugfest with alien and mechanized gladiators.



very attractive title sequence with digitized Japanese speech and rolling storyboards. What's especially impressive is the almost seamless disc access as the Mega-CD loads data for the various game levels. CD games on other systems are often criticized for their long delays while loading data, but the Mega-CD includes extra memory to minimize

TRAYSIA

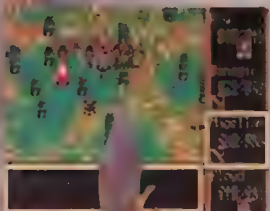
Magic...Monsters...Mayhem... Take Your Pick



Begin the adventure of a lifetime as Roy, a young treasure seeker. Roy starts out in the mysterious Kingdom of Salon on a personal quest to become the greatest swordsman in the Realm. Clashing swords with bandits and monsters brings the hero fame and fortune.



As he makes new friends and gains experience as a swordsman, he uncovers a horrible plot! A group of wizards are determined to unleash chaos and destruction throughout the world. Only Roy and his team of adventurers have the magic and the might to stop the wicked sorcerers!



Travel through several Kingdoms filled with magical beasts and amazing challenges! Use battle-earned gold and gems to upgrade your weapons and fortify your armor! Search for powerful magic spell to defeat the evil wizards!

Only if he succeeds can Roy return to his home town of Johanna and reunite with his true love, Traysia!



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GENESIS SEGA OF AMERICA GOLDEN AXE II



It's said that lightning doesn't strike the same place twice — but don't try telling that to the people of Yuria. Their tradition of peaceful prosperity was first shattered when the villainous Death Adder seized the throne and stole the Golden Axe, symbol of just rule over the land.

Only through the valiant efforts of three heroes — Amazonian warrior Tyris Flare, brawny barbarian Ax Battler, and Gilas Thunderhead, an axe-wielding dwarf who can tackle enemies three time his size — was Death Adder defeated and the Golden Axe returned to its rightful place.

Now the evil Dark Guld is ready to finish what Death Adder started. Fueled by an insane desire to destroy the

world and backed by a legion of repulsive creatures and vicious soldiers, he's stolen the Golden Axe and sent his hideous army out on a rampage of slaughter and terror. And once again the fate of Yuria will rest in the hands of three fearless heroes.

There are three difficulty levels in *Golden Axe II*, but if you've played *Golden Axe* you're probably best off starting on the Hard level. You can win the game on Easy and Normal difficulty, but only on the Hard setting can you enter Dark Guld's chamber for a final climactic battle.

So ready your blade and steel your nerves — the fate of Yuria depends on your strength and courage!

—Stephen Poole

CHOOSE YOUR HERO



Tyris Flare



Gilius Thunderhead

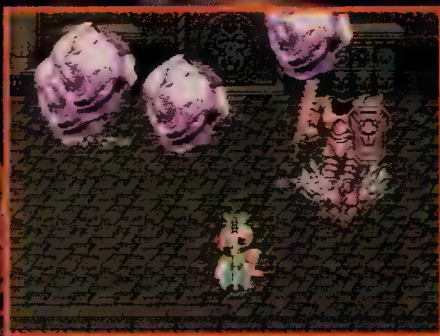


Ax-Battler

DO YOU BELIEVE IN MAGIC?



Tyris Flare's magic unleashes a firestorm that can turn a horde of Dark Guild's repulsive demons into crispy critters.



Gilius Thunderhead is ready to rock when he calls on his magic powers.



These tornadoes weaken the enemy, making Ax-Battler's slashing attack even more deadly.

RAWAGED VILLAGE



One of Gilius's most powerful attacks is to run and leap, swinging his weapon downward as he falls.



Resist the urge to make mincemeat of this wizard with your axe. If you use the headbutt, you'll pick up an extra book of magic.



It's easier to fight enemies coming from one direction than two. Keep your back to the wall here and Dark Guild's army will be forced to attack you one at a time.



When a creature starts dashing toward you, leap straight into the air and wait a second before hacking with your axe.

Some enemies ride animals called Bizarrians. Kill the enemies and mount up, because your life gauge doesn't diminish if you take a hit while on Bizarrian. This Bizarrian is called the Green Dragon, and attacks by kicking with its hind legs.



The boss of the Ravaged Village is easy to defeat — after you knock him down once, ram him with head butts as soon as he gets to his feet.



After you defeat the first boss, it's time for some rest. When wizards enter your camp, attack them as many times as you can—you earn a book of magic for every hit you deliver.



Duck into this crevice at the start of Level 2. It prevents any attacks from the rear, and there's only enough room in front of you for one enemy to approach at a time.

Runs



The Chicken Leg Bizarrian takes out enemies with a flick of its tail.



All three heroes have special moves for tight situations. Gilus uses his ax handle to pull off a spinning kick that takes out enemies in all directions.



These red skeletal warriors are quick. Leap straight into the air, then push left and right on the directional pad as you hit the attack button.



A headless knight is the boss of Level 2. His long sword gives him a reach advantage, but he's no match for your speed.

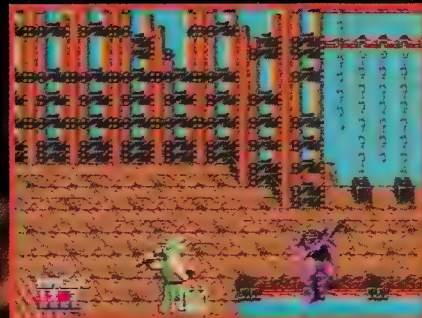




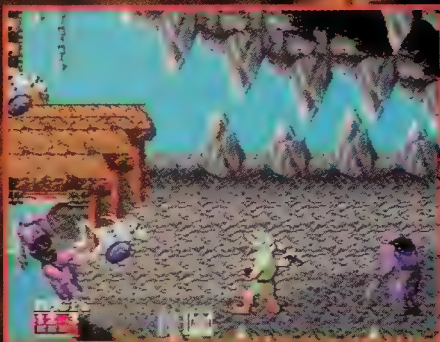
There are lots of guards in the hallway of Dark Guild's Tower, but once you reach this wall you only have to worry about the guard directly in front of you.



Use magic against these two creatures — it will knock one of them off the bridge and soften up the other for your axe.



If you stand at the bottom of the screen here, several enemies will walk off the bridge as they make a beeline for you.

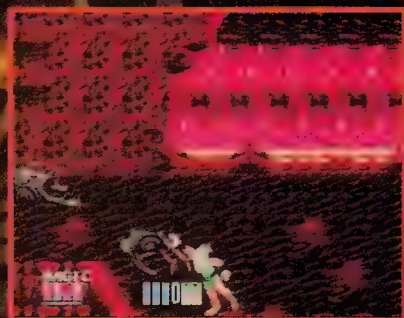


It's much easier and faster to knock an enemy off a cliff than to repeatedly hack him with your axe.

At the end of Level 3 you'll meet this group of monsters. Cilius's spinning kick is perfect for taking on several enemies closing in from different sides.

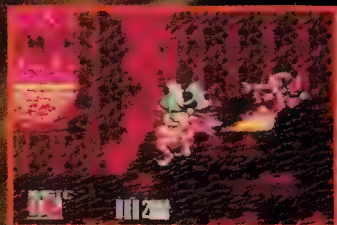
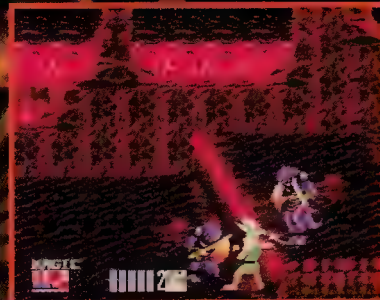


DRAGON'S THROAT CAVE



Where there's a cliff, there's a way to save time. Dispose of these skeletons by airmailing them to the bottom of the cave.

Walk up to this ledge in the cave, then turn left. The creature on the ledge can't attack, and when you're through with enemies on your level you can turn and safely finish him off.

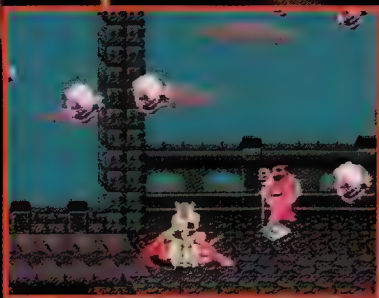


The Fire Dragon is the easiest Bizarrian to handle because he always faces forward as you attack. Even when you're on a Fire Dragon, though, it's still a good idea to keep your back to a wall.

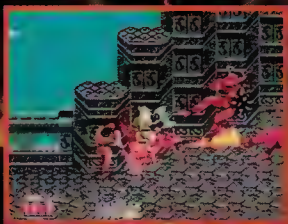


The bosses of Level 4 are a challenge. Use your magic as soon as possible, then leap straight up and attack to the left and right as you come down.

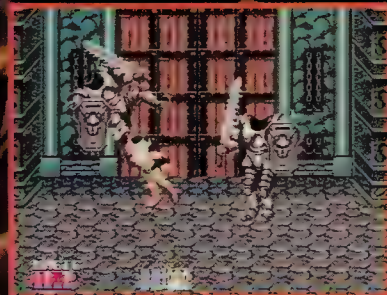
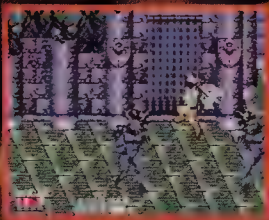
CASTLES GATES



Don't be stingy with your magic when you meet these wizards. Gilus can only carry three books of magic at one time, and the wizards will leave plenty behind when they're defeated.

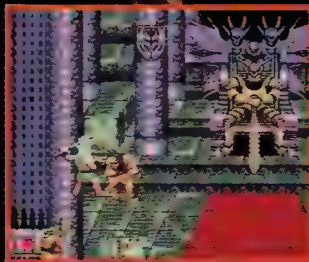


After you cross the bridge leading into the castle, guide your Fire Dragon over to this wall.



These two headless giants are ready to make mincemeat of you. Head to the door in the middle of the screen, move into position behind a knight, then pick him up for a body slam.

Try to knock these two monsters senseless at the same time. If you fighting only one at a time, the other can move into position and attack you.



Take your time fighting these henchmen outside Dark Guld's chambers. Don't waste magic on these puny guards — very soon you'll need all your power.

CASTLE

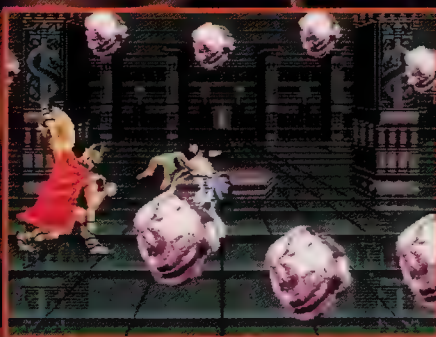
The headless knight and a couple of his buddies guard Dark Guld's chambers. Try to get a hit in here and there as you keep moving — you still can't afford to use your magic.



DARK GULD'S CHAMBERS



Smash the fireballs that Dark Guld releases before they turn into skeletal warriors. The skeletons are easy to destroy, but they draw your attention from your main task — destroying Dark Guld.



It's a good thing you've saved your magic, because you'll need all the help you can get to defeat Dark Guld and return peace to Yuria.

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at



ELECTRONIC ARTS SPORTS NETWORK

Tom R. Halfhill

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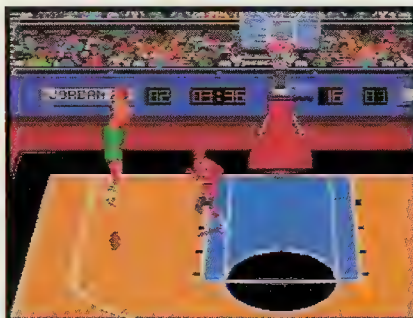
ven if you have cable TV or a satellite dish that picks up hundreds of stations, you won't find the Electronic Arts Sports Network on any ordinary chan-



Jordan Vs. Bird: One on One pits two of basketball's greatest stars against one another.

nel. That's because EASN is a different kind of network that goes a step beyond CBS, ABC, NBC, and ESPN. It's a collection of super-realistic sports simulations from Electronic Arts that puts you *inside* the games as a player or coach.

To get EASN, you need a Sega Genesis, Super NES, or PC-compatible computer. Then pick the sports game of your choice. For the Genesis, there's *Lakers vs. Celtics*, *NHL Hockey*, *PGA Tour Golf*, and *John Madden Football '92* (the latest version of last year's popular *John Madden Football*). By the time this issue hits the news-

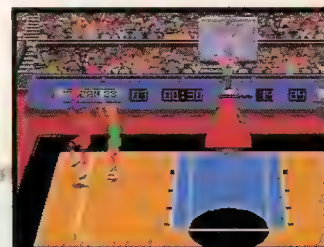


Jordan Vs. Bird — here, Bird employs his uncanny ability to hit from outside.



Don Transeth is the director of sports marketing for Electronic Arts and the prime mover behind EASN.

stands, there should be two additional titles: *Jordan vs. Bird* (due in March) and *Bulls vs. Lakers and the NBA Playoffs* (due in April). More games are coming later this year



Michael Jordan's incredible athleticism and trademark jams are all in evidence, as in this shot of a skyhook from three-point land.

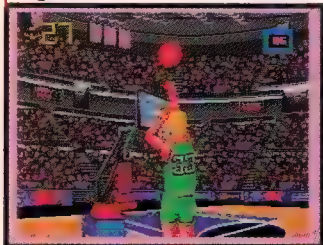
and in 1993. (We'll get to that in a moment.)

Game Players recently visited Electronic Arts' spacious new headquarters in San Mateo, California, to get a behind-the-scenes look at how EASN games are created and the people who create them. We even previewed some exciting new simulation technology that will appear first on PCs and later on the Genesis and other video-game systems.

ELECTRONIC ARTS SPORTS NETWORK

ELECTRONIC ARTS SPORTS NETWORK

Electronic Arts came up with the EASN concept after noticing the phenomenal success of its sports games. *Lakers vs. Celtics* sold more than a quarter-million copies, and *John Madden Football* was another huge hit. Someone proposed the idea of a whole series of



In addition to straight one-on-one, *Jordan Vs. Bird* lets you try your hand as Bird in a three-point shoot-out.

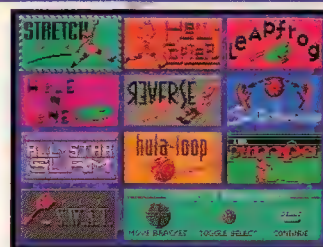


simulations covering every major sport, and it was actually the artists at EA who came up with the EASN name and logo.

All EASN sports games have two things in common. First, Electronic Arts says that any game bearing the EASN label will be the best sports simulation EA can produce using current technology. In fact, at least one game has

a common look — they're not just simulations of the sport, but simulations of how the sport is covered by the TV networks. This is a deliberate effort to make the games appeal to a generation of fans who watch most of their sports on TV, not live at a stadium or arena.

You'll notice this look immediately when you plug an EASN game cartridge into your Genesis and switch on the console. The opening screen in every EASN game is a fast-paced montage of action shots, much like a TV network's opening sequence for a sporting event. The TV



As Michael, you can choose from ten different slams.



If dazzle is more your style, choose the Michael Jordan slam-dunk contest.



The future of EASN — *Michael Jordan Flight*. Digitized images of the actual athletes and a floating view of the action make this game unlike anything you've seen before!

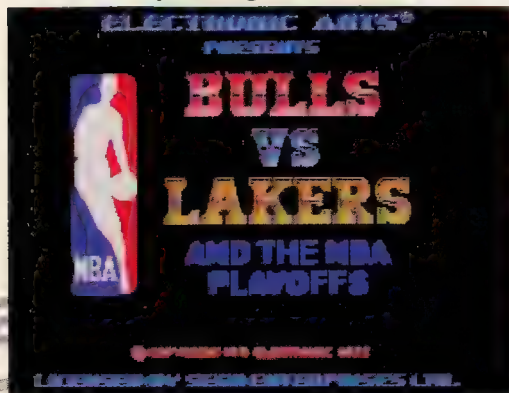


already failed to make the grade and won't be released unless it's improved.

Second, all EASN games share

look is carried through the game itself, with multiple camera angles and familiar features like instant replay.

"Most people in America view all their sports on TV," explains Don Transth, director of sports marketing for EA and the prime mover behind EASN. "Unfortunately, they can't get to the Super Bowl, they can't get to the NBA finals, they can't get to the PGA

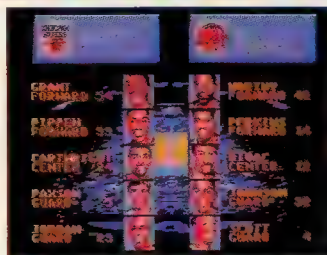


***Bulls vs. Lakers And The NBA Playoffs* updates and improves on last year's *Lakers vs. Celtics*. Choose from 16 playoff teams, or two all-star squads.**

tours. So TV sports is very real to them. TV is the medium on which most people see their sports. So we pattern our sports games after the way TV covers sports."

In some ways, EASN improves on the way TV covers sports. In *John Madden Football '92*, for example, you can view an instant replay which follows the action of any ballplayer on the field — even if the main "camera" wasn't tracking that player when the play was run. Although TV networks sometimes show isolation views of individual players, no TV network can show replays of every man on the field, because they'd need 22 additional cameras and crews just for the isolation shots.

To maintain quality, EA plans to release new EASN games on a regular basis. For instance, last year's *Lakers vs. Celtics* is being superseded by *Bulls vs. Lakers*, and 1991's *John Madden Football* was



All the real players — and their individual stats — appear in *Bulls vs. Lakers*.

replaced by *John Madden Football '92*. And you can bet that next year there'll be a *John Madden Football '93* — in fact, EA's designers are already working on it. (We've been told it'll have even more features that simulate sports on TV, and that cartridge memory will probably be expanded from four megabits to eight.)

EA promises that if a sports game doesn't measure up, it won't get the EASN label. This isn't just marketing hype. EA spent four years fine-tuning the original computer version of *John Madden Football* before

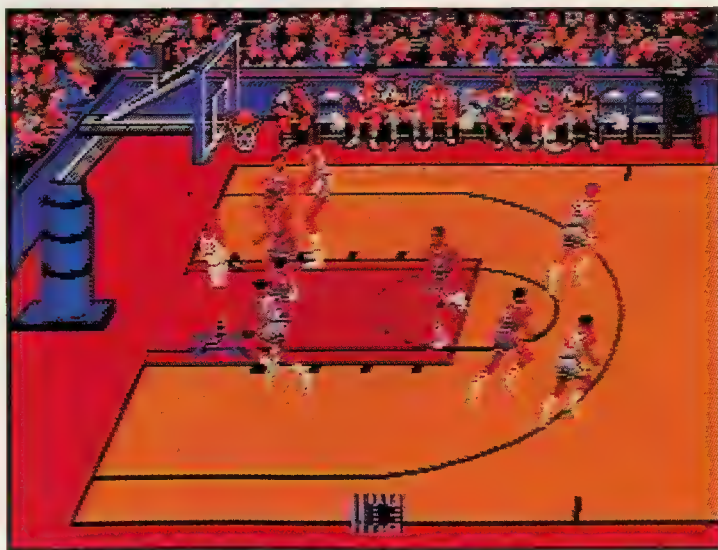
it was considered good enough for release, and each new EASN game developed from scratch takes an average of 12 to 18 months. That's a

major investment of time and talent, because even though all EASN games share a common look, they're created by different design teams.

Work was recently completed on an EASN baseball game, which is eagerly awaited because baseball is the only major TV sport not represented in the EASN lineup. But Transth says the game isn't ready for prime time. "We were ready to go," he explains. "We had a finished product. But we said, 'Is this the best we can do?'" The answer was no, so the baseball game will either be improved or scrapped.

Also in the works is a soccer game, which European fans have been asking for. (Transth says EASN games do well in Europe, even though American sports like football are not as popular on the other side of the Atlantic.) EASN simulations of boxing, tennis, and wrestling are strong possibilities for later this year or 1993.

Among the growing number of EASN fans are the professional athletes themselves. Naturally, you'd expect the personalities whose names are on the products to endorse the games. But EA has



The action on the court is as realistic as the rest of the game. You'll recognize your favorite players and their trademark moves.

discovered that other ballplayers enjoy playing the games, too.

For example, EA met some NFL players at the Super Bowl who were avid fans of *John Madden Football '92*. (EA exhibits its EASN videogames at several major sporting events, including the Super Bowl, the NBA all-star game, the NHL Stanley Cup playoffs, and various PGA tourna-

videogame makes them appear slower or weaker than they think they are. Recently, the wife of a San Francisco 49ers defensive back complained to EA that *John Madden '92* omitted her husband from the team roster altogether. EA says the player



Television-style shots like this one characterize all the EASN titles.



The action is as hot as ever. Here, the mighty Pittsburgh team capitalizes on a weak Cleveland secondary.

was left off because he was a contract holdout before the season began, and the game designers weren't sure if he'd make the team.

What's the future of EASN? *Game Players* learned that EA is experimenting with some innovative approaches to sports simulations. We

previewed one of these projects, which applies flight simulator technology to a sports game. The first example will be for computers, and its working title is *Michael Jordan Flight*. Instead of drawing the players on the screen with conventional computer graphics, *Michael Jordan Flight* uses actual digitized film footage of real NBA stars. It's just like watching Michael Jordan in action on TV.

But what's even more amazing is your view of the basketball court. Instead of the fixed camera angle seen in today's basketball videogames (or, for that matter, on TV), you get a free-floating viewpoint that moves around the court with the players. The camera view is constantly changing and extremely fluid, as if the camera operator were buzzing around the court in a jet pack. In fact, the designers say they might have to tone down the effect, because it makes some people dizzy!

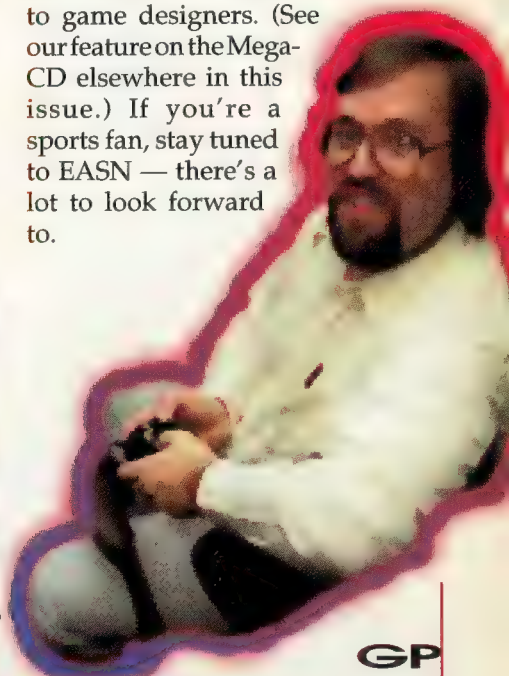
These innovations will eventually make their way to the Genesis, especially when Sega's Mega-CD player comes out later this year and vastly increases the amount of data storage available to game designers. (See our feature on the Mega-CD elsewhere in this issue.) If you're a sports fan, stay tuned to EASN — there's a lot to look forward to.

ments.) One group of Buffalo Bills — including Clifford Hicks, J.D. Williams, Marcus Patton, and Chris Hale — brought their own Genesis system to Minneapolis, plugged it into a big-screen TV at the team's hotel, and spent hours playing *John Madden* during Super Bowl week. Traneth says he challenged the Bills to a game of *John Madden* but got creamed. "One of them said to me, 'You make these games? How come I can beat you so easy?'"

Although *John Madden Football* doesn't use actual names of NFL players, the latest version does label each man with a number corresponding to the real player's jersey number. As a result, NFL players assume that the men on the screen are their counterparts, and some athletes have complained to EA that the



Michael Brook (left) and Scott Orr were key members of the Electronic Arts design team which created *John Madden Football '92*.



He ain't heavy,



He's my Lemming

Let's go! Yes, *Lemmings* — those single-minded rodents who've managed to invade almost every gaming system in existence — are ready to march (single file, of course) into your Genesis.

What is it about this species of small furry animals that drives them to walk with such determination, never stopping, oblivious to their own imminent destruction? Does it really matter? No! All that matters is that you must *save* these poor

creatures from their own stupid instincts. Without your help, they'll walk into fire, water, traps — or simply off the edge of a cliff.

The Genesis version of this runaway computer hit stands up pretty well, although it's lacking some of the sound effects — the small, screaming voices of the lemmings as they get burned, crushed, etc. — which punctuated the PC version. The "Lemmings in Hell" and "666" stages are also

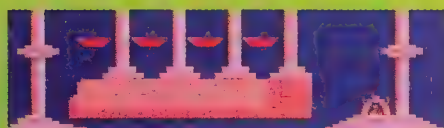
notably absent.

But none of this takes away from the title. *Lemmings* is still one of the most devious and addictive video games ever invented. The idea is both simple and unique, and with 150 levels of increasing difficulty, it's not something you're going to get through very quickly.

— Jeff Lundrigan



Level 16, FUN setting: "Easy When You Know How"



The problem here is that the drop-off to the right is too high to survive, and you don't have enough Floaters to float the lemmings down. The drop to the left isn't too high, but leads to a series of traps. The solution requires a turn-around — in both the way you approach the problem, and from one of the lemmings.



Set a Blocker on the far left to keep those lemmings from walking into the traps.



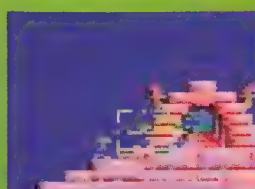
Bash through the right column.



While the Basher is working, take advantage as the lemmings spread out and turn this entire group into Floaters.



These lemmings will live, and make it to the exit. Stop the *next to last* lemming and turn him into a Blocker.



Here's the trick: when the last guy hits the Blocker and turns around, make him a Builder. Keep him working until he bumps into the wall. All that's left is to have the other lemmings bash through their columns. The bridge is high enough to save them from falling far too far.

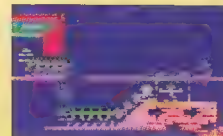
Level 24, FUN Setting: "Konbanwa Lemming San"



This level is pretty of devious. Some of the dangers aren't obvious, and often it's not until *after* you've done something that you realize you're in trouble. The drop to the left is too high, and the one to the right leads to a One-Way block. You could build over it, but too many lemmings would turn around and walk back into the lava.



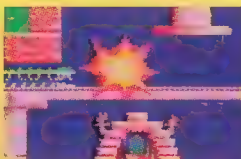
Here's what to do: As quickly as you can, have the lead lemming dig straight down. All but the second lemming will fall through the hole.



Put a Blocker on top of the One-Way section. The drop-off at the left side of this platform is survivable.



At the right edge of this platform is a trap. It'll crush your lemmings if you let them walk into it. Place a Blocker to stop that.

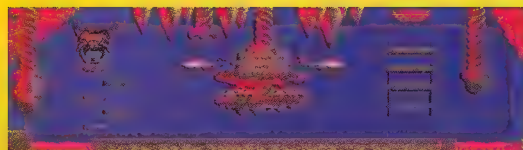


Now explode the Blocker.



The resulting hole allows the lem-mings to fall right through to the exit. Simple, huh?

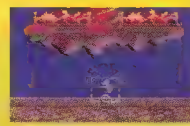
Level 28 FUN setting: "If Only They Could Fly"



This level isn't too tough, but it's important for two reasons. One, there's a technique you can use here that's going to be *really* handy later on. And two, it lets you see just how far bridge building can go.



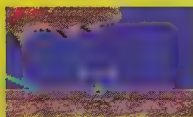
Let the very first lemming out of the gate bump the wall and turn around, then make him an Athlete (a lemming who can both climb and float).



When he gets directly under the middle of the level, have him start building and keep building. You'll wind up with a massive bridge that stretches up to the exit platform.



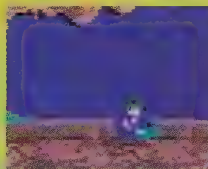
The busy Builder will hit the vertical edge of the platform and, as usual, turn around. You *could* just let him keep walking into the lava, but is that how to thank him for all his hard work? *No way!*



Yes, ladies and gentle-men, we are going to save this lemming! The problem is, how do you get a lone lemming to turn around? When he gets back down to the bottom of the bridge, make him dig...



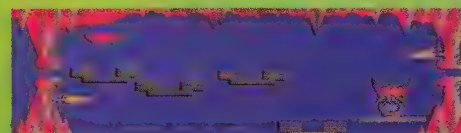
When he's dug down to about half the height of a lemming, start him building again...



Watch in amazement as he builds into the vertical surface he's just made by digging, bumps into it, and *turns around!* Anytime you've got one dig and one build, you can turn a lemming.

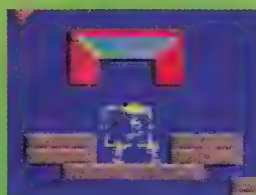


The rest is no problem. Just dig and bash through the platforms to release the remaining lemmings.



This level has only five lemmings, and since you have to save only four of them (80%), you *could* do it conventionally by setting up a Blocker, having one lemming do all the work, and then sacrificing the Blocker. But why do it the easy way when you can save them all — and learn a valuable lesson in the process?

Level 3, TRICKY setting: "Lemmingology"



First, turn all five into Floaters.



Next, pick a lemming who's walking to the right and have him build out of the notch they're all in. Do the same for the next platform over.



The trick comes here: There's no way a lemming can build fast enough to cross the gap to the next platform without some lemmings falling off the end of the bridge. To slow them down, simply have all five lemmings build right on top of each other.



You'll have to do this a second time to get to the exit platform. Keep the target box on the end of the bridge, and hit the button every time a new guy walks into it. Use this technique anytime you need to slow down a few lemmings for a second or two.

Level 7, TRICKY setting: "Bitter Lemming"



Up until now, the Pause button has made things easier, but it wasn't essential. This is one of the first levels where you really have to keep one finger on the Pause button, since you'll have to do several things at once.

The drop out of the gate is lethal. You'll need to turn every lemming that falls into a Floater — or figure out something else. Make the first three lemmings Athletes.



Once the Athletes climb out of the hole below the gate, let the first guy keep walking, and make the second a Blocker. Don't forget, you still have to "catch" the lemmings that are falling out of the gate and make them Float!



Once the third guy has turned around, have him start building, but be sure to start a little bit back from the edge of the hole. Once he's built out a little way, the lemmings will drop onto the bridge, not in the hole.



Meanwhile, keep an eye on the first lemming. Once he's a little past the notch, have him dig down, then bash over, then dig again, and so on, creating a staircase pattern.



Meanwhile (remember, everything's happening at once), when the Builder has finished one span, make him into a Blocker at the top of the ramp.

Meanwhile (remember, everything's happening at once),



Once the Digger has broken through the bottom, have him build over to the exit platform.

All that's left is to explode the first Blocker and turn the lemmings stuck in the hole into Climbers — which is why you started building a few steps back from the edge. Otherwise, they hit their heads on the bridge and can't get out of the hole.



Level 21, TRICKY setting: "Don't Leave Any Lemming"

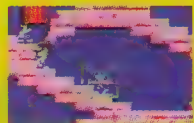


This level is pretty bizarre. No Bashers, no Diggers, just Blockers, Bombers, and Builders. You've used Bombers to get through the floor before, and occasionally through a wall — but you'll soon learn that Bombers are the *only* way to get through a ceiling.



Place a Blocker right here, as close to this step as possible, then blow him up.

If you've done it right, the hole he leaves will just *barely* let lemmings through. Do the same thing at the next intersection. It's also possible to simply explode two lemmings in a row under the gate. Either way you lose two guys, but this way, the lemmings are spread out more evenly.



To blow through a ceiling requires more work, mostly because you have to be careful not to go through the floor as well. Use Builders to make the floor thicker. You'll probably have to do this a few times, since they keep bumping their heads. Once you're sure the floor will survive, Block & Blow.



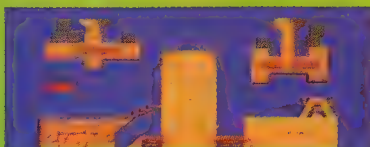
Build up from the lip of the crater, out through the hole. You may have to do some extra building, or place a Blocker at the top of the bridge and make

another explosion to get completely through.

Again, be careful when breaking through the last ceiling, then stick a Blocker at the top of the "stairs" and build back over the gap to reach the exit — home free!

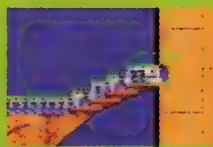


Level 23, TRICKY setting: "From the Boundary Line"

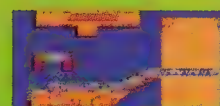


During most levels, you lose lemmings either through sacrifice (Bombers usually), or because you were, well, inattentive. However, there are a few levels where you simply have to cut your losses, let them die left and right, and just worry about saving the few you need to complete the level. This is one of them...

During most levels, you lose lemmings either through sacrifice (Bombers usually), or because you were, well,



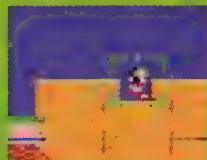
The lemmings drop out of the gate as fast as they can — dumb critters. Make the first one a Basher the instant it reaches the wall.



Lots of lemmings are going to turn around and, subsequently, fall to their death off the left edge — and there's *nothing* you can do about it. Fortunately, you need to save only 60%.



Once the lemmings have tunneled through, pick one walking left (get one that's fresh out of the gate or walking through the tunnel) and make him a Climber.



Wait until he's about this far past the edge, then do the dig/build turn around trick.

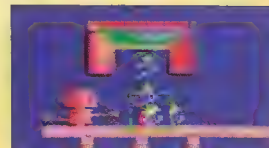
The second he turns, make him a Miner. He'll dig back toward the other guys and release them from the pit. You should wind up saving between 65%-70%, and that's the best you can do! Accept it and get on with your life.



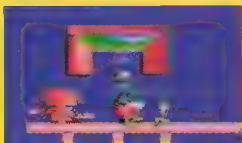
Level 26, TRICKY setting: "I Have a Cunning Plan"



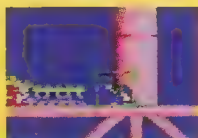
This level isn't just "tricky," it's plain *tedious*. You have to save every single blasted lemming, which means you can't use any Blockers. Remember back during "Lemmingology," when you used Builders to slow some lemmings down? That's what you have to do here, and the placement has to be *precise*. Get ready to try this level over and over and over again.



Let the first lemming go, but have the second one start building the *instant* it hits the ground, then pause. Move the target box over a little, and wait for the third lemming to walk into it, then start him building and pause again.



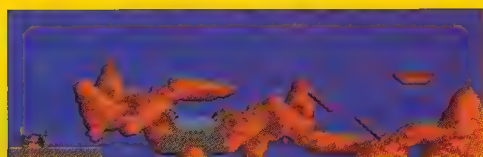
You'll have to get a total of five guys building this way, and if they're too close together, they'll bump their heads on the bridge being built behind them and turn around — right into that spinning, burning blade. If they're too far apart, the last bridge will hit the column, and they'll *all* turn around.



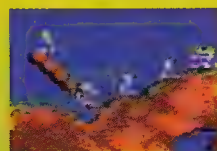
The worst isn't over. Keep an eye on the lead lemming. You should finish all the bridge building by the time he reaches the column. Switch to "Basher" while you're paused, and have him bash through. He should just make it by the time the other lemmings get there, but if he doesn't, use your second Basher on the first guy in line to get the extra split second you need. Good luck.



Level 29, TRICKY setting: "Konnichiwa Lemming San"



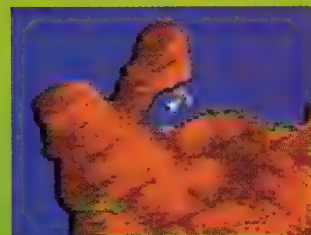
This level isn't too tough either, but it shows how you can use terrain, instead of blockers, to keep the little rodents bottled up.



Let the first lemming head up the ramp, but have the second lemming mine through the bottom of it, then pause. Without the ramp, the lemmings will just keep walking back and forth.

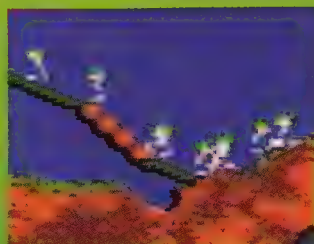


Select Builders, un-pause, and have the first guy build from the top of the ramp.

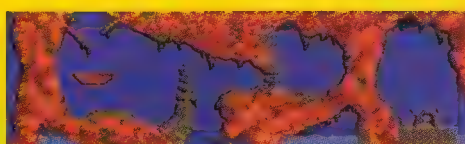


Make sure when you build here that you start far enough back that the lemming doesn't hit the side of the hill and turn around. Then all he has to do is mine through to the exit.

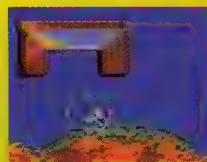
The only thing left is to rebuild the bottom of the ramp. This is trickier than you might think, since you've got only one builder left, and you have to make sure he's going the right way.



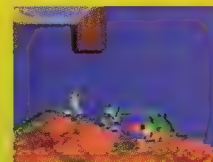
Level 2, TAXING setting: "A Temporary Peace"



Here's another good way to block a bunch of lemmings without using Blockers.



The very first rodent out of the gate *must* begin mining the second he hits the ground. One guy will get by him, but soon he'll be deep enough that the rest

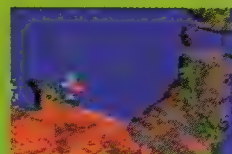
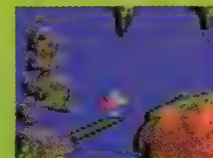


will start turning around. Stop him from mining by making him build, but make sure there's some overhang before you do. Otherwise, the other lemmings simply climb the bridge and escape.



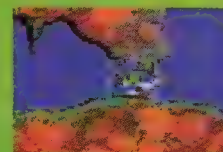
The guy who slipped by becomes the workhorse for this level. Before stopping the Miner, start the workhorse bashing through the bones. Then pause, and stop the Miner.

Once he's through the bones, start him building. The timing is critical — you have to start before he falls, but not so soon that he doesn't clear the tunnel.

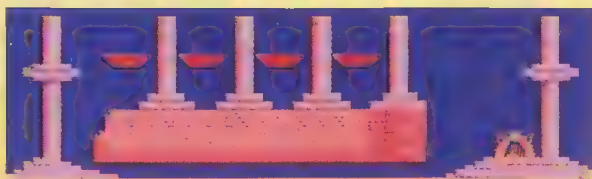


If he turns around, usually by building into the tiny speck of vine that's left from bashing through, you'll have to turn him again by making him build into the hillside. Be alert — you can do this only *once*.

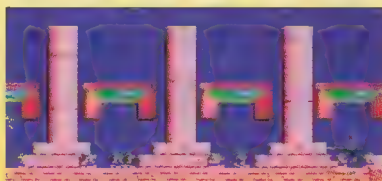
Now just bash through the remaining two barriers, and have the other lemmings build out of the pit they're in.



Level 6, TAXING setting: "Compression Method I"



This level should look familiar — the layout is the same as "Easy When You Know How," but you can't get through it the same way because this time, you don't have a single Floater. A lot of the game's later levels are like this: same layout, different solution. This one's a little strange.



First, bash through the columns — just like last time, only bash through to the *left*. Do this right away, pausing like crazy, or the lemmings will be too close together later.



Off the left side of the platform, make the first lemming a Blocker just before he hits the first step.



Set a second Blocker just under the edge of the platform. This allows the lemmings to fall between the two Blockers, but doesn't let them go anywhere.



Once every single lemming is stuck between the blockers, explode the right-hand Blocker. You'll notice that the lemmings march as one — *compressed*, as it were.

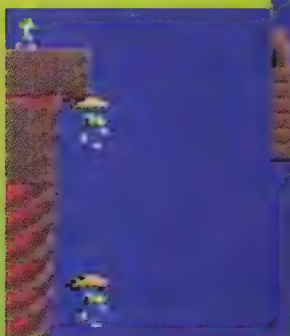


With the lemmings this close together, the traps in the tunnel underneath can't cope. They can smash only one lemming at a time — the rest continue unmolested.

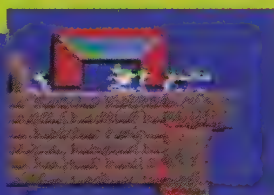
Level 16, TAXING setting: "Mary Poppins' Land"



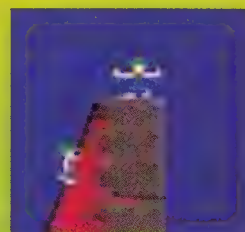
This level is the halfway mark in the game, so it makes a good stopping point. It's also a good example of a problem that's going to crop up more and more as you progress: running out of time. Many of the later levels aren't too difficult to solve, but finding a solution that gets the lemmings out *quickly* can be a problem.



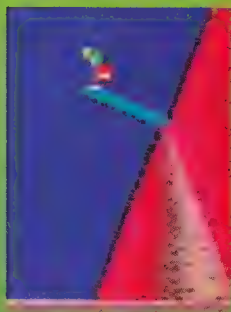
Turn the first four guys out of the gate into Floaters, then make the fifth a Blocker.



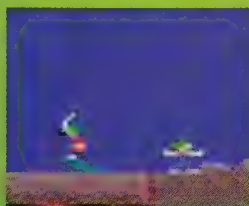
The Floaters will take a short while to get where they need to go, so take the time to use something you probably haven't used much: the lemming rate control. Push it all the way to 99, so the lemmings get out as quickly as possible.



By that time, the first lemming should be at the top of the hill. Make him a Blocker, and have the first guy who turns around build out from the hill.

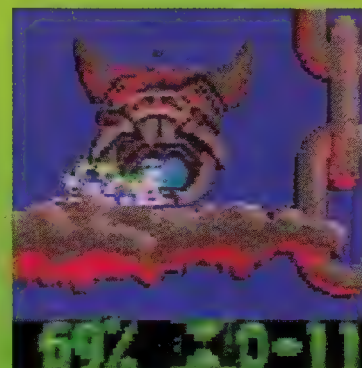


This bridge gives the other lemmings something to fall on. It'll take three spans, and as soon as the Builder starts the third span, explode the Blocker at the top of the hill.



At the other side of the lava bridge, place another Blocker, and once the next guy has turned, have him build back to the wall. The instant that's done, explode all Blockers.

If you've done everything quickly and efficiently, the last little lemming should reach the promised land with less than ten seconds to spare.



GP

California—where the Hollywood foothills are home

to some of the most intimidating skateboard half pipes in the world, making even the most serious thrasher a bit nervous. Up the coast lies San Francisco, where the Golden Gate bridge serves as a backdrop for intense foot bag action. If you have

a sudden urge to hit the beach, just grab your board and cut the waves in the break off Santa Cruz. If the surf's too rough, there's always some relaxing sidewalk skating near the beaches of Venice. You might even try the

most radical BMX racing you've ever seen!

In Sega's *California Games*, the unique flavor of recreation in the Golden State has been captured in five audacious competitions. You'll do it all, from surfing 12

scores. Above all, develop your own style and enjoy the California sun.

Sega of America, 130 Shoreline Drive, Redwood City, CA 94065

foot riptides to neck-breaking hand-plants atop concrete tubes. Adding to the excitement, this version allows up to nine players to compete against each other—minus the sunburns and scars.

The competition is fierce, so you'll need plenty of practice. We'll give you some tips and strategies that should help you rip some awesome

CALIFORNIA



GAMES

Vince Matthews

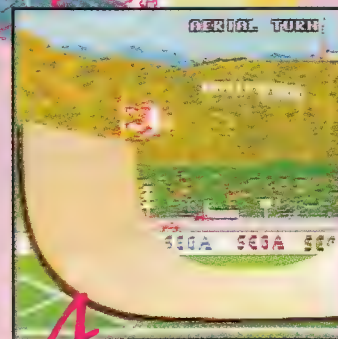
THE HOLLYWOOD FOOTHILLS: SKATEBOARD HALF PIPE



Your goal in the Half Pipe competition is to complete as many tricks as possible in 1 minute and 20 seconds. Thrash your heart out, get radical! High scores here depend on your technique and skill.



Use the two-player mode to boost a single score.



Aerial kicks and turns depend on your ability to master the board. Practice, practice, practice!

SEGA OF AMERICA
GENESIS



Most crashes are the result of missed turns.

Practice turning your board first, then work your way to the difficult tricks.



RAD TRICKS!

SAN FRANCISCO BAY: THE FOOT BAG



Keep the ball in play as long as possible. Simple tricks add up as long as you keep the hacky in the air!



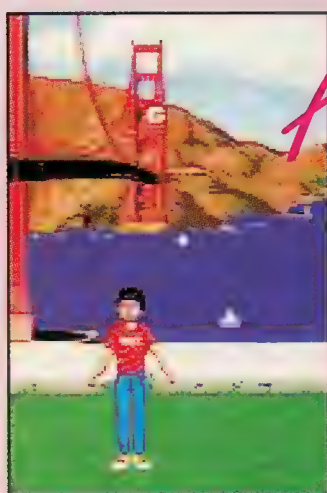
TWO PLAYER MODE



Learn to
“feel” the
kick — a
good, solid hit
can keep the
ball flying
high, and give
you time to
position for
another trick.



Try Double Jesters for ex-
tra points.

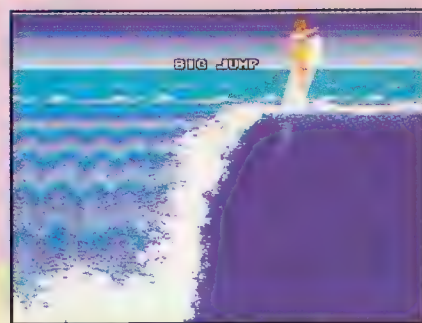
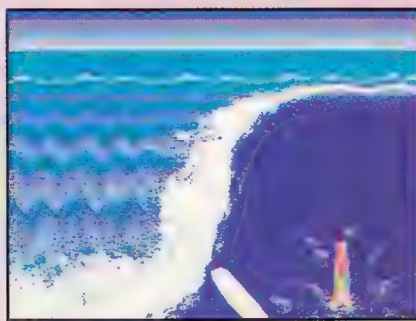


A clock
bonus
gives you
an extra
13 sec-
onds —
use the
time to
rack up
points!

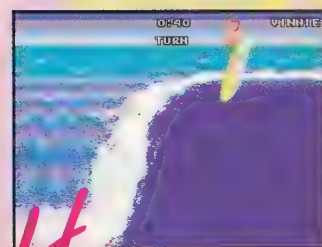
Hitting
a bird is
worth an
extra
1000
points



SANTA CRUZ: THE SURFING COMPETITION



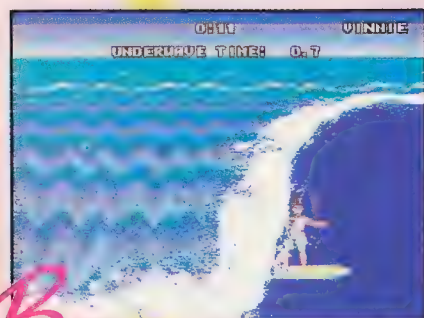
You want to stay on top of the wave as long as possible without wiping out. Earn extra points by doing stunts, but be careful! You'll lose points each time you fall, and you'll lose time recovering from the fall and regaining your speed. In competition, don't risk tricks you're not sure you can pull off!



Work the wave, looking for every opportunity to pull a trick. When jumping the wave, go high on the face and cut in and out. Make sure you re-enter the wave at the same angle as you left it.

Get that ball! If you tip a beach ball with your board you'll get extra points.

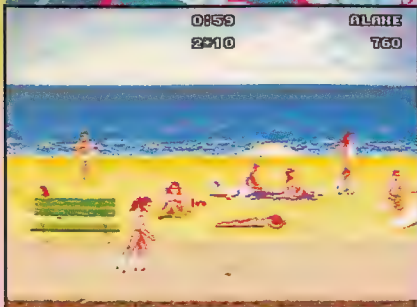
High turns on turbo surf usually equal high scores.



Before you begin pulling tricks, shoot the curl. Press the A button and ride high or low on the wave to slow you down.

The main problem here is that, unlike real surfing, you can't look down the beach to see how far away the next wave is.

VENICE BEACH BOARDWALK ROLLER SKATING



You've got to stay on your feet long enough to beat

the clock — 1 minute and 50 seconds. If you can complete the event with 25,000 points, you'll get a special ending!



The boardwalk is covered with obstacles, such as ice creams and other skaters. Learn to look ahead.



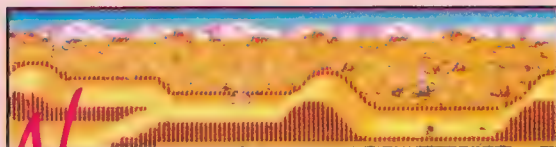
Beach balls become a main concern early on. Unlike other obstacles, you never know when or where they could come from. Jump up to knock them out of the way.



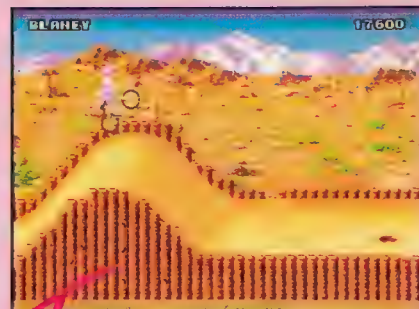
Double spin jumps really rack up the points. Learn this trick as soon as you can.



THE CALIFORNIA DESERT: BMX CHALLENGE



Not only must you beat the clock in the BMX challenge, you've got to beat the track as well. If you finish the run with more than 50,000 points, you'll get a special ending.

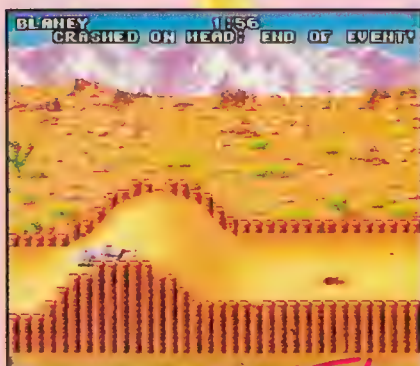


Timing each jump carefully is the key to maximizing your score. Pull back on the directional pad to get extra high jumps.

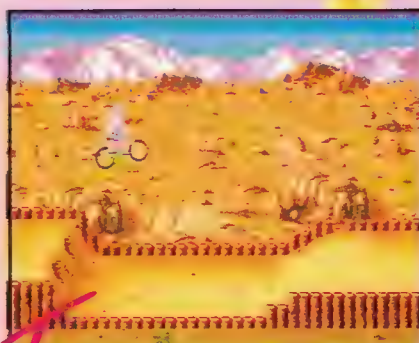


Push up on the control pad for a radical back flip!

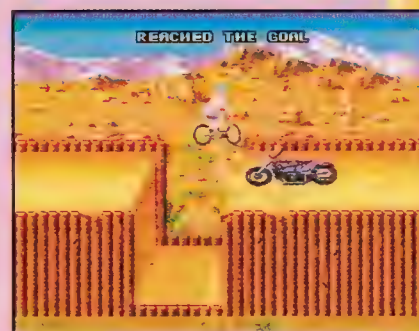
AGGRO 360!



WIPEOUT!



The course is tough, no doubt. If you have an Arcade Power Stick, use it. The turbo is great for pedaling.



FROM PC TO GENESIS: THE COMPUTER GAME CONNECTION

Lance Elko

Plug a new game cart into your Genesis, and there's a good chance that someone played the same game on a home computer last year. Lots of the Genesis games we're seeing now have been big hits on the Amiga or the PC — and we'll see even more as '92 rolls along.

Of course, some terrific games you play, like *Sonic*, are originals — developed exclusively for the Genesis. But when you've got great games that have already been proven winners in the computer market, why not bring them to Genesis?

The Genesis is a fast, powerful machine, one that can easily handle the game data processed by today's personal computers. The Motorola 68000 microprocessor in the Genesis is the same computer chip that's in the Amiga and Macintosh computers. The 68000 is built for speed, and that's perfect for gaming.

The first computer game publisher to port computer titles to Genesis was **Electronic Arts (EA)**. The company had scored plenty of hits with computer games, and they didn't become the most successful entertainment publisher in North America by missing big opportunities. EA liked what the 16-bit Genesis could do from the first day the machine was introduced. Even while the Genesis was landing on our shores, EA was already converting such PC titles as *Budokan*, *Lakers vs. Celtics*, *PGA Tour Golf*, *Populous*, and *Zany Golf*.

Later, they delivered two Amiga computer conversions, *Sword of Sodan* and *Battle Squadron*, followed quickly by a PC version of *John Madden Football*. The PC *Madden* drew mixed reviews, so EA went back to the drawing board to redesign the game to take advantage of the Genesis' strengths. As many gamers now know, *Madden* on the Genesis is much better than its PC ancestor. The Genesis version sold like wildfire and won a number of awards.

Another large computer game publisher, **Accolade**, created a new line of Genesis games under the **Ballistic** label in 1991. Several of the titles in the Ballistic line — *Ishido*, *Hardball!*, and *Star Control* — were successful PC games first. Both Electronic Arts and Accolade (Ballistic) have continued to deliver successful PC-to-Genesis conversions — *Might and Magic*, *Starflight*, and *Buck Rogers* (Electronic Arts) and *Winter Challenge* and *Test Drive II: The Duel* (Ballistic).

HERE COME THE HITS!

What more can we expect from this PC-to-Genesis migration? **MicroProse**, a PC game publisher that earned its wings with terrific computer simulation games, will enter the Genesis market this summer with *Strike Eagle II*, an air-combat simulation, and *Railroad Tycoon*, an epic-sized historical simulation in which the player tries to become a steel wheels magnate. Both games were top-notch, award-winning PC titles.

Corporation, from **Virgin Games**, is a science-fiction action-strategy game that was a top-selling computer game in the U.K. It should be available by the time you read this.

Sunsoft's recently released *Lemmings*, an addictive game for players of all ages, won numerous awards for computer-game publisher **Psygnosis** when it arrived two years ago on the Amiga and last year on the PC.

Later this year, **The Software Toolworks** is bringing out *The Chessmaster*, a best-selling PC title that has since been translated to the NES, Game Boy, and Super NES formats.

Electronic Arts recently announced plans for more PC-to-Genesis titles with *Earl Weaver Baseball*, *Jordan vs. Bird: One on One*, *Where in Time Is Carmen Sandiego?*, and *Lord of the Rings*. Each of these games, award winners on the PC, is due out this spring.

In almost all of the PC-to-Genesis conversions we've seen, game play, graphics, animation, sound, and music are just as good as those in the PC version. And in some cases, such as *Star Control* and *StarFlight*, the games are even better.

A WISH LIST

Here at *Game Players* we play every video and computer game that's coming to market. And there are some great PC games we'd love to see headed your way. Here are our picks for seven top-notch PC games we'd love to see on the Genesis.

✓ CHUCK YEAGER'S AIR COMBAT

This flight and air-combat simulator from **Electronic Arts** won our 1991 PC Game of the Year Award. The beauty of *Yeager* is that you can jump right into the action. Many flight simulators require you to do an awful lot of work before you get any payoff. Not so with *Yeager*. Besides being able to jump right into the action, *Yeager* sports a convincing flight model and enemy pilots so wily you'd swear they were human. *Yeager* himself appears in on-screen windows to give you advice you won't want to ignore.

This simulator is big on variety, too — you can choose to fly planes and missions from three different wars: World War II, Korea, and Vietnam. There are many excellent air-combat simulators in the PC market, but we think that *Chuck Yeager's Air Combat* is both the most realistic and visually appealing of all. It would be a big undertaking, but here's hoping we'll see it on the Genesis!



✓ HOVERFORCE

The Genesis should be able to handle this PC action game without the slightest hitch. *Hoverforce*, which we voted as 1991's Best PC Arcade Action Game, has ultra-smooth animation, a super-fast sense of motion, and a plot that's a good excuse to shoot just about anything in sight. The streets of MetaCity are in the hands of crime lords pushing the drug, *Aftershock*. The drug, being spread by Lord Darkenill, transforms humans into vicious killers.

As a cop, you're at the helm of a heavily armed and lightning-fast hovercraft. Your goal is to destroy all the drug ships you can. But the game is much more than a rapid-fire shooter. You've got to employ a smart strategy — you need to collect evidence and cash before you encounter each drug lord.

Hoverforce is from **Accolade**, so we'll keep our eyes peeled to see if it shows up in the Ballistic line.

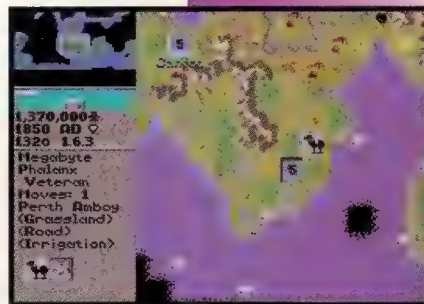


✓ CIVILIZATION

We need a few epic strategy games for the Genesis, and this PC game from **MicroProse** was an instant hit here at *Game Players*. *Civilization* begins in 4,000 B.C., on Earth or on a randomly generated planet. You play the head of a small, nomadic tribe, with the goal of creating a working civilization that can develop new technologies, a political system, and withstand economic and military competition from other evolving tribes.

At the start, your strategy is simple: create an army for self defense and set your wise men to work on important discoveries, such as the wheel and the alphabet. You'll soon meet your neighbors, who might be peaceful trading partners or bloodthirsty enemies.

Civilization spans 6,000 years of time, and your ultimate goal is to win the race to colonize outer space. We're hoping MicroProse will bring *Civilization* to the Genesis, and soon.



✓ 4D BOXING

There are boxing games that look more realistic than *4D Boxing*, but we haven't seen any that play like it. This **Electronic Arts** title features smooth, lifelike animation and intense action.

4D Boxing offers a good deal of play variety. You can hone your skills in an exhibition match, or go into a career mode and try to battle your way to the title bout. You create your own boxer by choosing weight class, height, appearance, and clothing. And you can even make him a righty or a lefty. During a bout, you can select to watch the action from almost any viewing angle, including a heads-on view from your boxer's perspective.

While a quick glance at the game might not overwhelm you, wait until you take control of your boxer and go head-to-head with an aggressive opponent in the ring — *4D Boxing* is one of those games that instantly pulls you in with a powerful hook. It would look great on the Genesis.



✓ CASTLES

Interplay had a great idea with *Castles* for the PC. You design, build, and defend your own castle either in a realistic 11th-century environment, or in a mythical world populated by wizards and astrologers.

Designing and building castles is not the whole game, however. You're confronted with decisions throughout. You need money to build — so do you tax the peasants 'til they groan, or work them until they drop like flies? Are you a reasonable taskmaster? If so, you run the risk of being assaulted before your walls are complete. You're called on for help by neighboring lords — do you send off some of your workers to help, or keep them at task and risk the anger of your neighbor?

Castles features some great animation in sequences with workers digging moats, erecting scaffolding, and quarrying stone. And in battle scenes, the action of battering rams, archers, and catapults is riveting. This game is a natural for the Genesis.

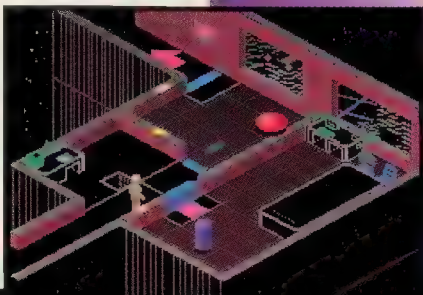


✓ D/GENERATION

This action-and-puzzle game from **The Software Toolworks** is downright addictive. You're a courier delivering a top-secret package to the head scientist at Genoq Biolabs. You don't know it, but the lab has been experimenting with Neogens, genetically engineered organisms that can kill on sight. The experiment has gone haywire, and you find that the building's security system has been activated.

You must fight your way up ten floors to Derrida's lab. You blast Neogens all the way, but there's just as much challenge in figuring out how to open doors and passageways to clear each floor and get to the one above.

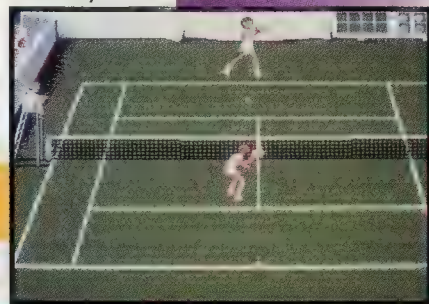
Great animation, smooth play, and clever game design make *D/Generation* a hands-down winner — perfect for the Genesis.



✓ JIMMY CONNORS PRO TENNIS TOUR

Although there's still no tennis game available for Genesis, the PC market has seen quite a few — most of them mediocre. **Ubi Soft** changed that a few months ago when it released *Jimmy Connors Pro Tennis Tour*.

The game offers smooth, realistic play that delivers a true on-court feel as you serve, volley, and move around the court. Besides arcade-style play, *Connors* offers a substantial role-playing element — in Tournament mode, you can compete in everything from the Australian Open to Wimbledon, with lots of smaller tournaments in between. You can build



your skills and your career as you move up the ladder and tackle tougher opponents and bigger money matches.

There are certain improvements that could easily be made to the menu system if translated to the Genesis — and these could make *Connors* the standard by which future tennis games for the Genesis are judged. We'd like to see Ubi serve this one up!

GP

DESERT STRIKE:

Return to the Gulf

Genesis
Electronic Arts

A madman has emerged from the heart of the Middle East. Although little is known about General Kilbaba, his ruthlessness is legendary. For years he's been investing in a huge military buildup. Now, the president of the United States has decided it's time for a little "pre-emptive" action. It's up to you to stop this madman before he unleashes his might against the world.

Of all the "Desert Storm" video and computer games we've seen in the last year, *Desert Strike: Return to the Gulf* is easily one of the best. And even without the War in the Gulf tie-in, this air-combat game would stand on its own merits. You pilot an Apache attack chopper against a wide array of ground targets, knocking out radar installations, scud launchers, and even rescuing U.N. inspectors. You'll fly into four different locations, and at each location perform several missions. You view the action from a very realistic top-down angle, and you can access a map of each location revealing the exact mission sites.

Desert Strike combines smooth-scrolling, three-dimensional graphics, intense action, and some pretty realistic strategic elements. If you're looking for a challenge — and you like blowing stuff up — this is the game for you.

—Jeff Lundrigan

Mission One: Air Superiority

COPILOT SELECTION



LT. KEITH
MICHAELS
"TRACKER"
SM 724564
SPECIAL FORCES

TRACKER IS A CONGRESSMAN'S SON. RAISED ON A SPRING RANCH, WHERE HE LEARNED TO SHOOT AT A VERY YOUNG AGE. BUT HIS FELLOW OFFICERS SOMETIMES WONDER IF HE REALLY CARES ABOUT THE SHIRTS.

PRESS START TO EXIT

A good co-pilot is essential. Jake, one of the best, is missing in action (MIA) as the game begins. Tracker is the best shot of the remaining pilots, and makes a good second choice.

Destroy the Enemy Radar

Head for the east radar installation first. The radar dishes are each guarded by two slow AAA (anti-aircraft artillery) guns. It takes a second for your Hellfire air-to-ground missiles to acquire a target — pull up short, or at least slow down, before firing.

As you fly to the second radar, you're bound to pass a few MIA's fighting for their lives. Help them. If you can save four men and get them to a safe landing site, your armor will be completely restored.

A pilot is down west of the second radar, hiding behind his plane. Pick him up as soon as the radar is destroyed, and shoot the plane!



Take Out the Power Station

The power station is fairly well guarded, but if you move quickly you shouldn't have too much trouble. Watch out for the VDA (a mobile anti-aircraft weapon) hiding behind that western rock — it doesn't appear until after all the other defenses have been eliminated. Destroy the building using the chain gun. If you have a pad with turbo fire, the gun will be enough, but without turbo fire, launch a few Hydras as well — it takes too long and burns too much fuel otherwise.

The Airports

This is the western airport, but both airports are laid out the same way. The biggest threat is from the surface-to-air missiles (SAMs), but you'll notice that the SAM launchers sit in a row if you approach the airport from the southeast. Move right up the row and take them out.

When destroying the buildings, beware of enemy troops armed with rocket launchers who may be hiding inside. Kill them quickly with a single Hydra.

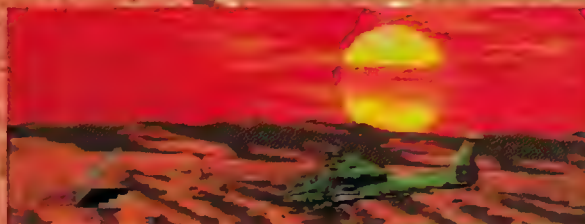
Blast the Command Centers

This is the southernmost of the two command centers, and it's going to be a tough nut to crack. The command centers are the most heavily defended areas on the map, surrounded by guard towers as well as anti-aircraft systems.

The guard towers are more dangerous than they look. The men in them are armed with high-caliber machine guns that do as much damage as AAA fire — knock them out first and use Hellfires.

As you move in and out, destroying the defense systems, keep an eye on your armor, fuel, and ammo. If any of them get low (especially armor), break off the attack, get resupplied, and come back. You don't have to do everything in one pass — enemies don't re-appear if you leave the screen.

When you capture the enemy commander, it's time to rescue the captured agent. This part of the mission is simple — just watch out for the VDA's that show up.



Mission Two: Scud Buster

Rescue The Prisoners



This mission starts out like the first — destroy the radars. But this time they're guarded by SAM's as well as AAA. Also, beware the new ZSU's — mobile AAA.



The captives are being held in three prisons, each surrounded by other buildings and anti-aircraft defenses. Head for this prison first — it's the westernmost complex, and the least well-defended of the three. Some of the surrounding buildings contain supplies. From here on out, most supplies don't show up on the map.

The Plants



Destroying the power plant is harder than it looks, because your chopper has a habit of targeting the big building, rather than the small men who are defending it. Use Hydras, and attack with a series of quick flybys.

Before attacking the prison, scout the area for supplies (blow up the other buildings to see what's inside). Once the prison is open, mobile ZSU's show up and you might not have time to search for fuel and ammo.

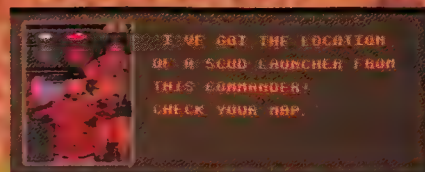


The chemical plant is a different story. Although not very well defended, the nearby rocks and close-set chemical tanks require some tricky flying. Bump into anything, and you're a sitting duck.



By the way, chemical tanks blow up *real good*.

Scud Buster



The Scud commanders are scattered around the map, making fuel the most important concern during this mission. Once the command buildings are destroyed, don't waste time and precious fuel — grab the commander as soon as possible.

With each commander captured, the location of a Scud launcher is revealed. The mobile Scuds are usually unguarded, and can be destroyed with two Hellfires. Knock them out quickly — if you take too much time, they'll launch their deadly cargo.

POW Rescue



Now all that's left is to free the POW's. The camp is defended by four towers and a single rifleman on the ground.

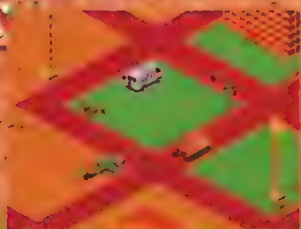
Keep alert — as each shack is blown open and POW's begin to emerge, ZSU's show up and spoil everybody's day. Release the prisoners one shack at a time, knock out the ZSU, then drop off the POW's and return. This way, you'll always replenish your armor.

Mission Three: Embassy City

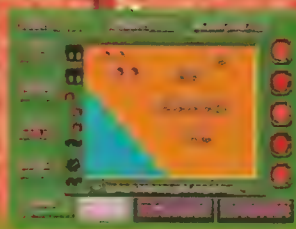


In this mission, your objectives don't show up on the map until you find the information to lead you there. Get used to it. The last mission is also like this.

Save the U.N., Kill the Germs



A team of U.N. inspectors are in danger, and it's up to you to rescue them. This ZSU is obvious, but watch for a rifleman to the van's left, and a soldier with a rocket launcher to the right.



Once the inspectors have been rescued, the locations of the biological weapons plants are revealed. Get in the habit of checking the map after each objective has been met.



Fly to the plants right away. You should still have plenty of armor, and although the plants are guarded by five VDA's, they're pretty well spread out. There's also fuel available, hidden inside a tanker. Be careful when knocking out the last VDA that you don't accidentally destroy the fuel!

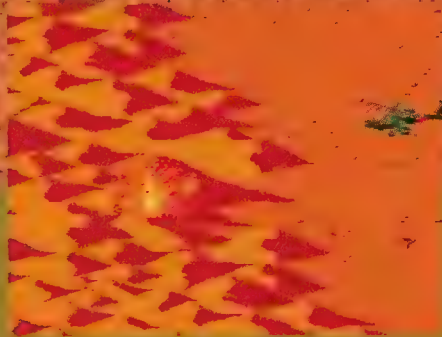


Once the plant defenses have been destroyed, fly back to the landing zone and drop off the inspectors to repair your armor, then return and begin rounding up the scientists.

Scrap the Silos



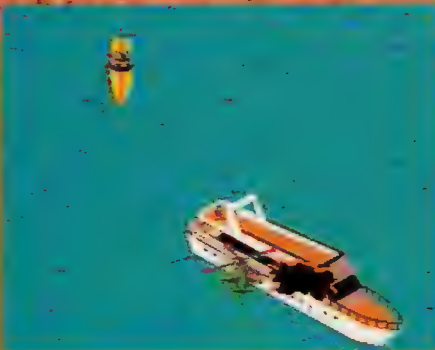
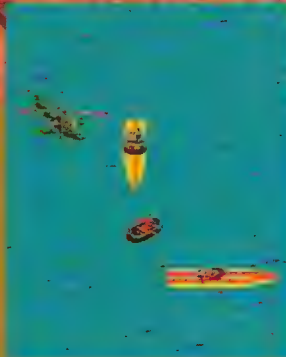
One of the scientists reveals the location of the madman's missile silos. Keep the scientists on board and head south. There are two silos along the beach, and they're easy to find — just look for the ZSU parked on the sand. Destroy the ZSU, then strafe the dunes until you hear your bullets hitting something. All silos are hidden in dunes.



The inland silos are easier to spot since the dunes stand alone. Some dunes hide silos, and others hide men with rocket launchers. Most hide fuel, ammo, and other bonus items.

Rescue at Sea

Three airmen carrying vital information have been lost at sea. The attack boats that harrass them behave much like the land-based ZSU's — shoot them with one Hellfire and two Hydras. Once you rescue the airmen, it's time to attack yet *another* power plant.



The Madman's yacht is surrounded by defenses, including something new: an *enemy* chopper! It takes two Hellfires or a whole lot of Hydras to destroy the chopper, and you'd better do it fast. When the defenses have been destroyed and the rescue has begun, keep alert for additional attack boats and riflemen to appear.



THANKS FOR SAVING ME!
I FOUND OUT THE
MADMAN'S YACHT DEFENSE
CAN BE LOWERED IF THE
POWER STATION IS OFF.

Capture the Ambassador

The command center is protected by its own radar station. It's located immediately south of the complex, and you'd better take it out before even *thinking* about an attack on the complex itself.

The complex is large and well-protected — note the ZSU and M48 mobile SAM. The ambassador is hiding in one of the command buildings, but the exact one changes every time you play. Be ready for some unexpected surprises hiding in the other three.



The Embassy



The embassy seems like an easy target, but enemy choppers lie in wait just offscreen. Wipe out any resistance around the embassy — but for now, leave the embassy itself alone.

Before carrying out the actual rescue, fly through the city, destroying any remaining enemies and enemy buildings (leave the skyscrapers alone, since they contain only civilians). This clears a path for the escape bus, and reveals some hidden supplies — *very* valuable by this time.

Now land at the embassy. A couple of choppers will show up, but once you deal with them the rest of the mission is easy. Just follow the escape bus and mop up any enemies you might have missed.

Mission Four: Nuclear Storm

The Madman is getting ready to carry out his ultimate threat: ecological devastation and nuclear holocaust! The mission takes place at night, and ends with either the death of one insane leader or the destruction of the rest of the world. With skill and determination, you can — and must— prevail.

EARNEST EVANS

Chris Slate

Those of you who have played *El Viento* will probably recognize Earnest Evans, or at least you'll think you do. The Earnest Evans of this game is actually the grandson of the one who helped Annet fight Hastur, even though they look identical.

In *Earnest Evans*, young Evans is sent by his grandfather to track down a mysterious idol in Mexico. From there, he must journey to Europe to retrieve another idol from a crime syndicate, then on to Peru to "meet his fate," as Grampa Evans says. If all of the statues should fall into the wrong hands, the evil force of Mavur will be unleashed on the world. And so Earnest Evans, explorer and adventurer, begins his quest.

When you begin play, the first thing you'll notice is the puppet-like movement of your character. This is both a blessing and a curse. The good part is that, for lack of a better expression, the way he moves is really neat. The bad news is that controlling your character can become difficult. But the graphics are outstanding, with huge monsters and beautifully drawn backgrounds.

In Japan, *Earnest Evans* is one of the new MEGA-CD ROM games. A few things were lost in the translation to cartridge format, such as CD-quality music and long animation sequences between each level. Those features would have been nice, but even without them *Earnest Evans* is still one of the better action games to come along in some time.

Genesis/Renovation



These opening screens are all that's left of the animation sequences from the Japanese CD-ROM version.



Renovation, 987 University Avenue, Suite 10 Los Gatos CA 95030

SPECIAL SKILLS



WHIP Learn to use that whip, your basic weapon. You can lash out in any direction.

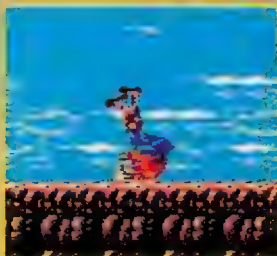


KNEEL If the tunnel you're walking through becomes too narrow to continue, try kneeling.



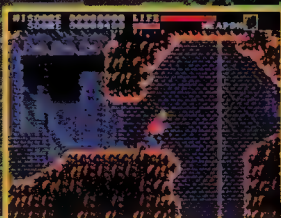
CRAWL Crawling will let you move through small passageways, and will sometimes help you find hidden ones.

ROLL If you press the B button while in the crawl position, Earnest will roll forward. It's tricky to pull out of this move once you execute it, so watch where you use it.

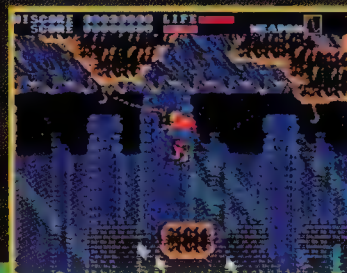
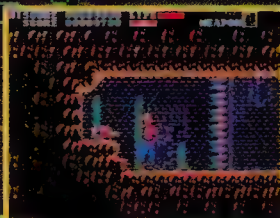


SWING If Earnest swings his whip at a hook or tree, he'll be able to swing to places he couldn't before.

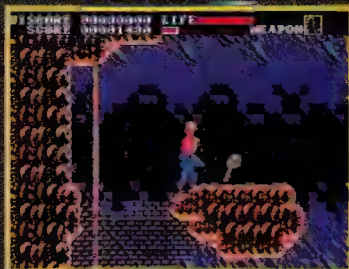
CLIMB When none of the other techniques help Earnest reach his goal, try climbing. This basic skill may seem difficult at first, but it's easily mastered.



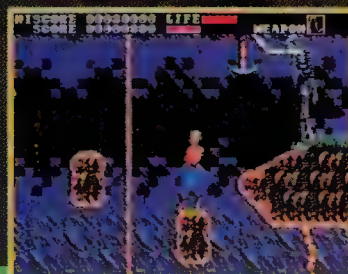
Before you do anything else in level 1, run to the right and fall down this hole. You'll find some meat over to the left, but watch out for traps.



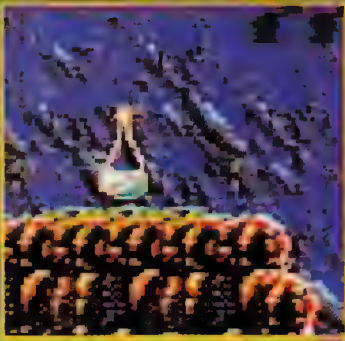
Jump up and catch this hook with your whip. Swing up and to the left, and grab the rope that's hanging there.



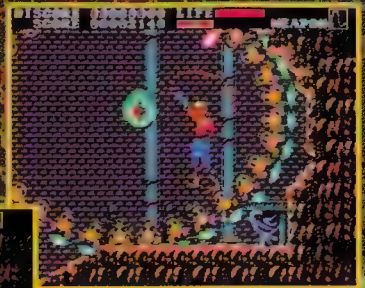
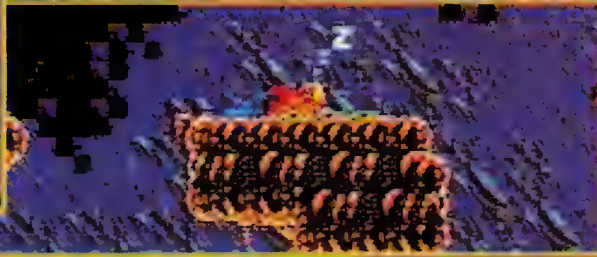
Now run to the left to find the key. Once you have it, run back to the right again.



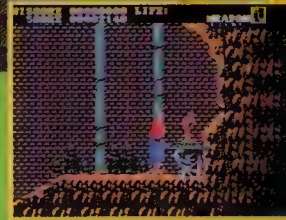
This skeleton may look impressive, but he's easily defeated. Just stand on the small platform to the left and attack from there.



It's difficult to avoid this sleep potion. It's best to destroy the bats before trying to pass it, just in case you touch it by mistake.



You'll find the idol in the upper-right corner of level 1. But before you can get away with it, you must fight the first boss. Whip its head as it floats around, while avoiding the flames.



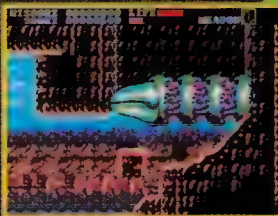
Level 2 introduces deadly new enemies, including these living vines and arrow-shooting statues. The vines can be destroyed, but you must avoid the statues.



Swing up here to reach the platform floating over to the right.

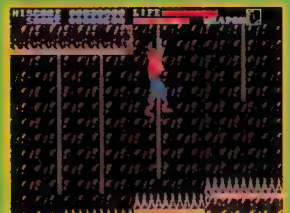


Run left through the face of this cliff to find a hat hidden in a secret room. While wearing it, Earnest's whip will become more powerful.

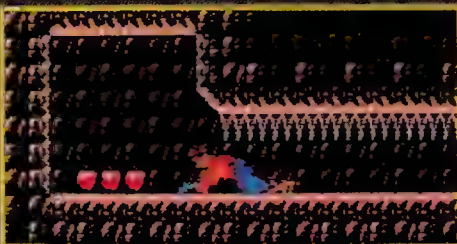


As you ride this platform upward, watch out for this giant worm. If he lunges toward you, jump onto his back — he can't hurt you there.

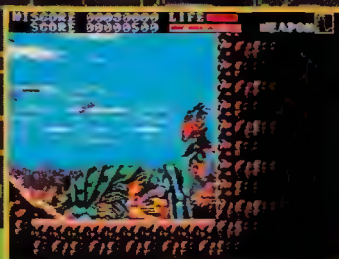
Here you must work your way across these spikes by leaping from rope to rope.



This can be very frustrating! If you repeatedly fall off or have trouble grabbing a rope, run up to the top-right rope and try there.



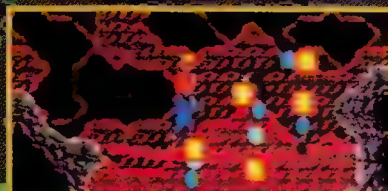
Crawl under these spikes to find three apples lying to the left!



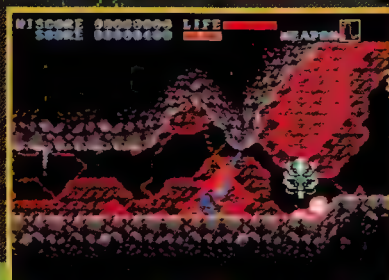
If you look very closely behind the level 2 boss, you'll see Earnest Evans. Stay here while kneeling and rapidly swing your whip.



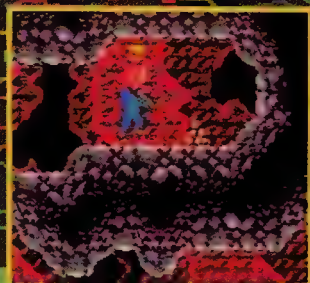
At the beginning of level 3, huge stone pillars launch Earnest into the air. They cause a small amount of damage, but they also throw you safely over the lava pit.



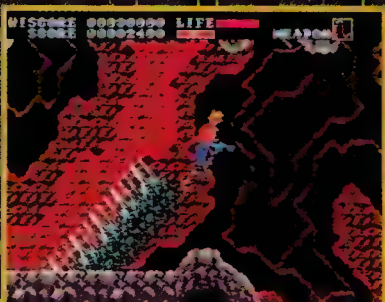
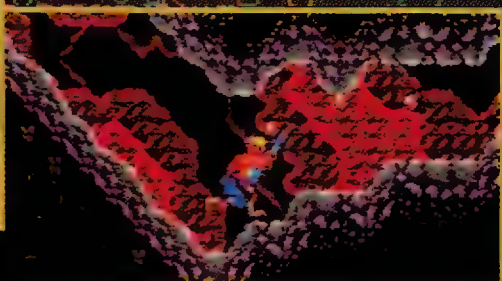
Run quickly over this bridge to avoid being singed!



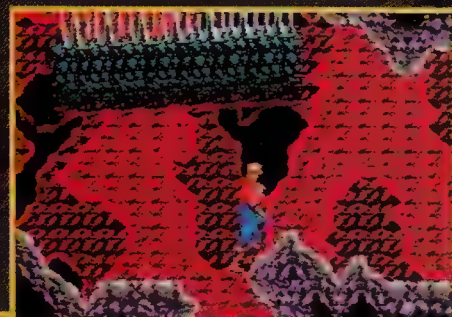
It takes several hits to destroy these bouncing skulls. Whenever you meet one, find a safe place to stand and strike it when it comes close.



Earnest can find two piles of stones in this level. They're much more powerful weapons than the whip.



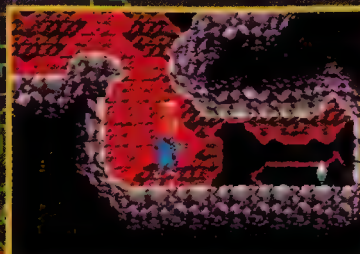
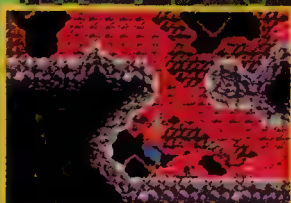
Quickly jump this wall of spikes, and watch out for an overhead attack.



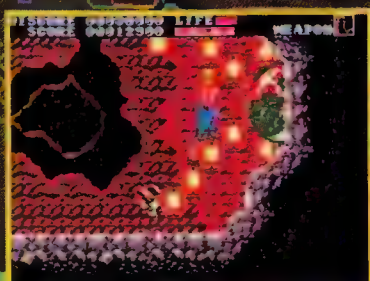
Slip past this spinning wall of spikes and enter the small room below. There you'll find a gem.



The next hole to the right is a den of scorpions, but it holds a life potion.



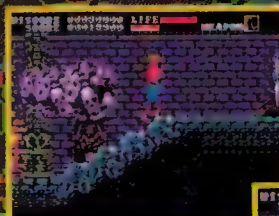
The third (and last) hole to the right holds another gem.



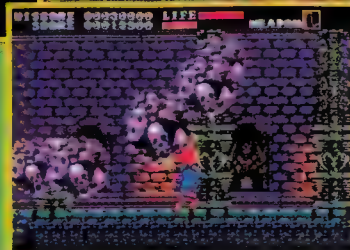
The third boss attacks from a wall. Stand inside of its arms and attack the green orb in the center.



This tortoise in level 4 attacks with fiery breath and by shooting spikes. Attack quickly while dodging in and out of his range.



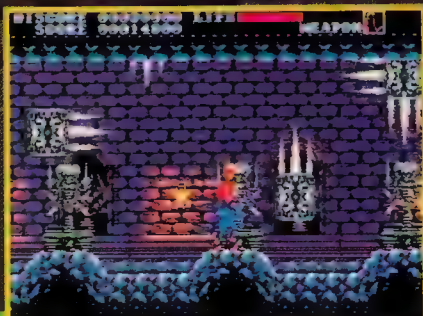
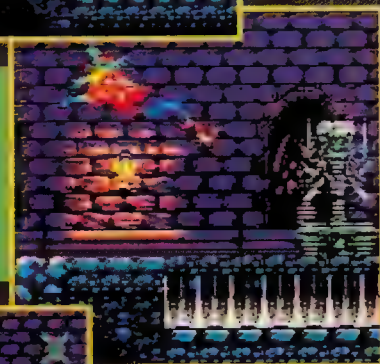
These roaming ghouls look tough, but they don't present any threat to you at all. Simply walk past and enjoy the special effects.



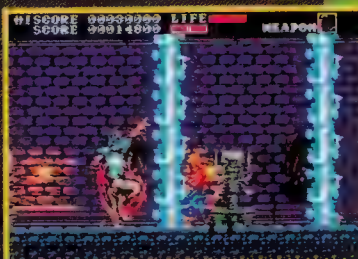
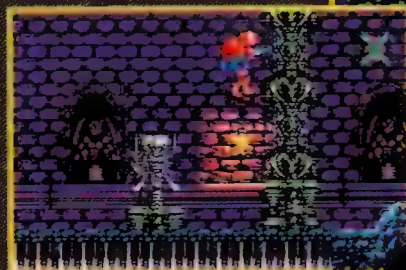
The ball and chain weapon is the most powerful, but you can only use it for a short time. It's best to save it for the boss of this level.



Jump up and grab onto this spinning wheel—it will hurl you over the bed of spikes to the right.



Carefully watch the pattern of these spikes to avoid getting hit as you work your way past them.



The level 4 boss warps around while attacking you with lightning and giant swords. Stand next to him and attack with the ball and chain.



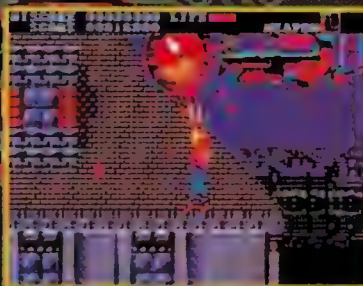
Look out for these planes while running on top of the train in level 5. Go to the right to find the artifact.



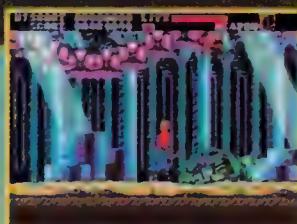
Duck down here when fighting the coal monster and you won't be hurt. Once he's defeated, run to the left and use the plane there for an easy getaway.



Level 6 opens up with Annet driving you through the city. Watch the ground for meat — Annet will wait while you go and get it.



Simply stand still and whip up at this ship's main gun. Piece of cake.



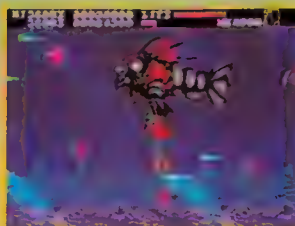
In the swamplands, Earnest encounters huge mutant creatures!



Level 6 is simply one long stairway and a boss.



The Grand Canyon is a great big fall!



This huge fish guards the final stage. Can Earnest defeat him in his natural environment?

U
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GAME GEAR/SEGA
OF AMERICA

THE HEDGEHOG

Unless you're brand new to videogaming, you know all about the Genesis super-hero, Sonic the Hedgehog. And now, the speedy spiked one is appearing in his very own Game Gear adventure! While the game is not a direct translation of the Genesis version, you'll definitely see some similarities. But the the Game Gear *Sonic* has zones and challenges the Genesis version doesn't, and holds its own as a unique game. The graphics are as good as you'll find on the Game Gear, and Sonic's speed is still astounding.

A few of the differences between the Genesis and Game Gear versions deserve special mention. For one thing, when you're hit by an enemy and lose your rings, you won't have the opportunity to re-collect them. This means that you have to be more careful — a hit when you're ringless is fatal. The special zones are different, too. In the Game Gear version, these zones are more like a pinball game with Sonic as the pinball.

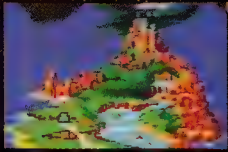
Soon, Sega of America will begin packaging *Sonic* as the game you get with every Game Gear. That's terrific news for anyone who's been thinking about a Game Gear purchase — *Sonic* is a great title, and well worth owning.

— Patrick Baggatta

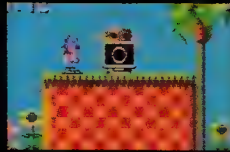
SEGA OF AMERICA, 130 SHORELINE DRIVE, REDWOOD CITY, CA 94065



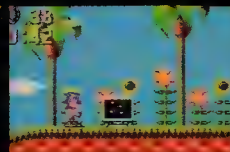
GREEN HILL ZONE



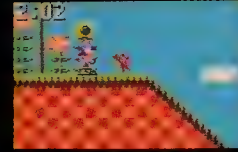
You plot your progress through the game on one of two map screens.



When you come across a video monitor, smash it! This one gives up ten rings.

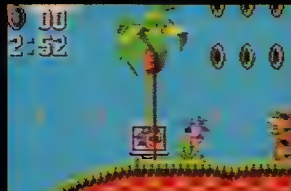
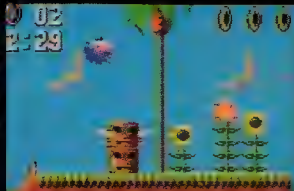


Bust open this monitor to gain temporary invincibility.

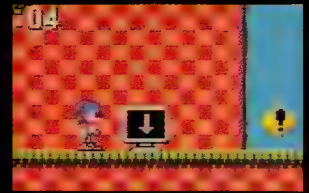


At this arrow sign, ball up and start rolling.

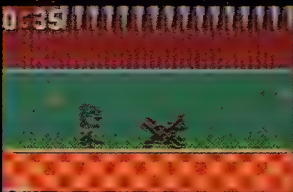
Roll all the way down the hill, and you'll be ramped high into the air at the bottom of the hill.



Keep an eye open for bonus monitors hidden in the treetops.



Video monitors with an arrow allow you to save your progress within the stage in case you meet an untimely demise.



Water will effect your running speed and jumping ability, so learn your new limitations.

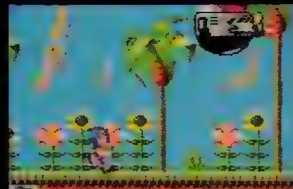


Be sure to explore all areas of these caverns — you might find something valuable!



The first Chaos Emerald! Now aren't you glad you explored every cave?

In level 1-3, you'll fight Dr. Robotnik for the first time. But before you do, drop down into the second pit you come across and collect this extra Sonic.



Dr. Robotnik is not much of a challenge the first time you meet him. Just use that speed and he'll be no problem.

BRIDGE ZONE



Take your time crossing these bridges. There are angry fish below!



Some of the bridges crumble beneath your weight. Move quickly or you're fish food.



Use this see-saw to propel yourself to safe ground.



With this second see-saw, loft yourself up to even higher ground. There you'll find a one-up!



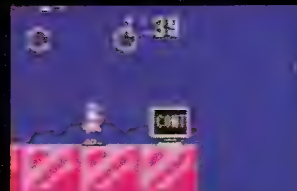
To get to this Chaos Emerald, let the bridge start to fall away, then at the last second jump to the level with the emerald.



If you're careful you can bounce off this free Sonic monitor and land on the next platform.



Pick up as many rings as you can in the bonus rounds.

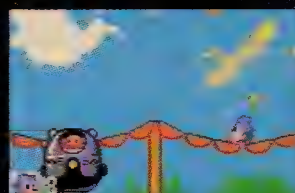


And watch for one video monitor in each bonus round with a Continue locked inside!

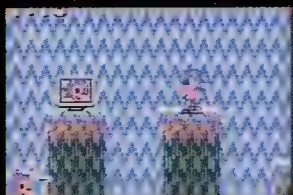
When you get to the bridge stage with Dr. Robotnik, first turn to your left and you'll find an extra Sonic to add to your inventory.



This meeting with Dr. Robotnik isn't terribly difficult either. When you retreat from his bullets, go to the lowest point on the other side of the bridge and duck.



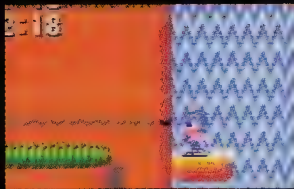
JUNGLE ZONE



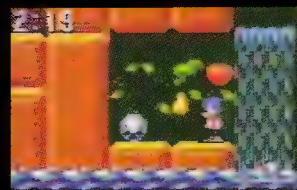
This free Sonic is yours for the taking — as long as you don't slip off one of these platforms!



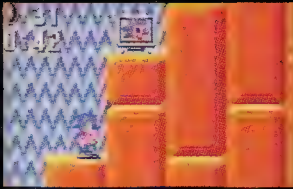
Use this log to roll across the water, but be careful not to get ahead of yourself when you jump.



When you drop down and find this hidden platform, you'll know that you're close to the third Chaos Emerald.



After backtracking across more open water on a rolling log, you'll find the Chaos Emerald.



As you work your way up this waterfall, be on the lookout for bonus items like these.



When you reach the Jungle Zone battle with Dr. Robotnik, check the water for a one-up before going off to do battle.

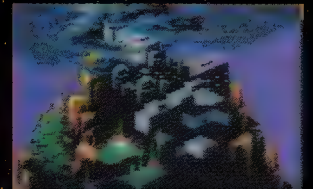


Keep moving back and forth to avoid Robotnik's bombs.

LABYRINTH ZONE



If Sonic is underwater for too long he'll drown! Watch for air bubbles so Sonic can catch his breath.



From here on, Sonic's journey becomes even more dangerous!

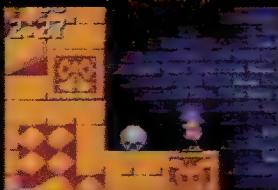


This spiky fiend rotates around the ball, and you'll have to wait for it to pass before moving ahead.



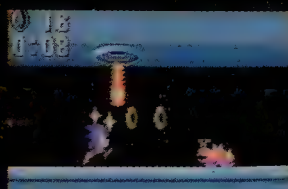
At the beginning of 4-2, you'll have to slide down two hills. If you jump in the middle of the second one, you'll find a ton of rings.

The fourth Chaos Emerald is just waiting for you at the end of 4-2. Don't forget to collect it!



SCRAP BRAIN ZONE

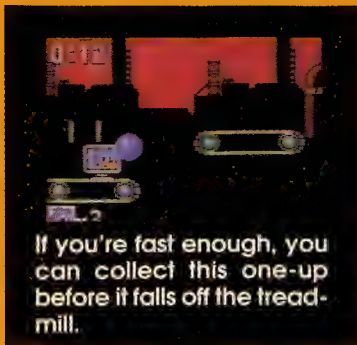
As you face Robotnik, be sure to consider the slowing effect of the water as you dodge the Dr.'s missiles.



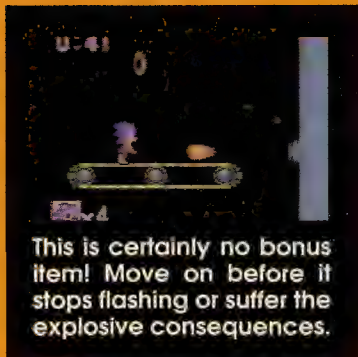
You can run beneath these flame throwers unscathed — just be sure you don't jump up into one!



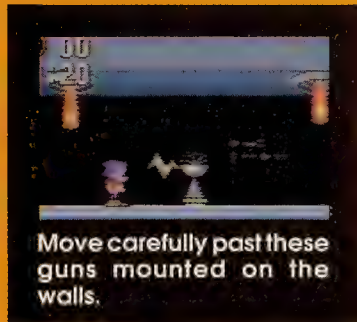
If you jump from the only spring in 4-3 and float to the left, you'll find a secret hallway with an extra Sonic.



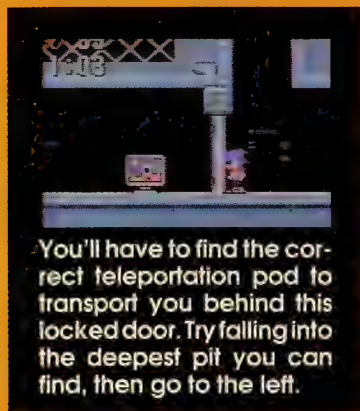
If you're fast enough, you can collect this one-up before it falls off the treadmill.



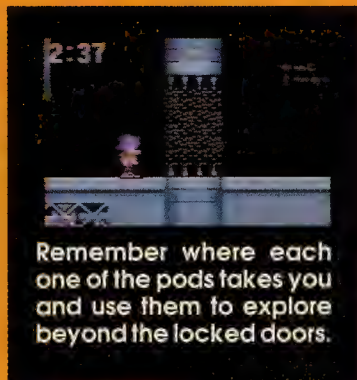
This is certainly no bonus item! Move on before it stops flashing or suffer the explosive consequences.



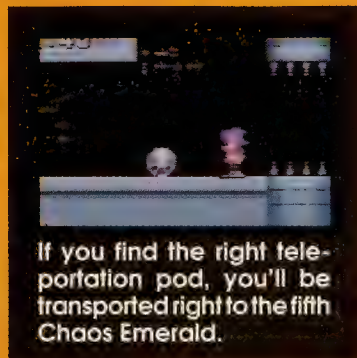
Move carefully past these guns mounted on the walls.



You'll have to find the correct teleportation pod to transport you behind this locked door. Try falling into the deepest pit you can find, then go to the left.

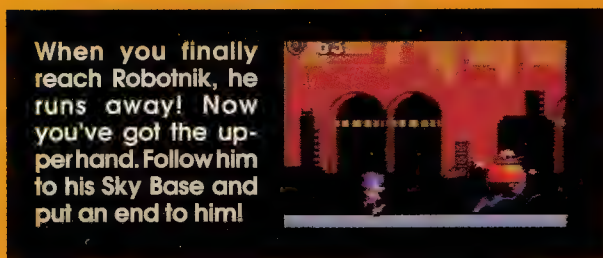


Remember where each one of the pods takes you and use them to explore beyond the locked doors.

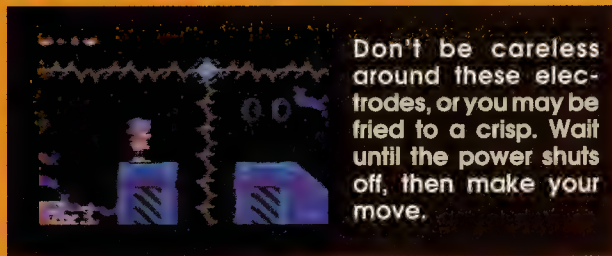


If you find the right teleportation pod, you'll be transported right to the fifth Chaos Emerald.

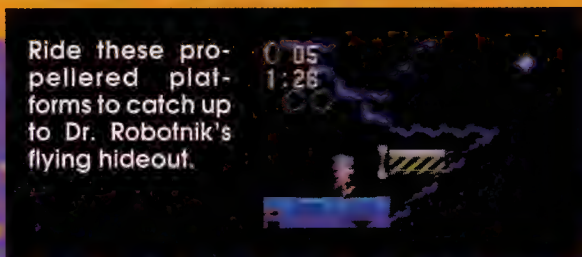
SKY BRAIN ZONE



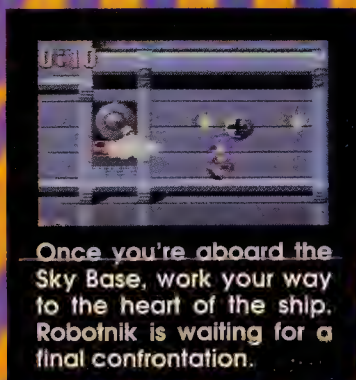
When you finally reach Robotnik, he runs away! Now you've got the upper hand. Follow him to his Sky Base and put an end to him!



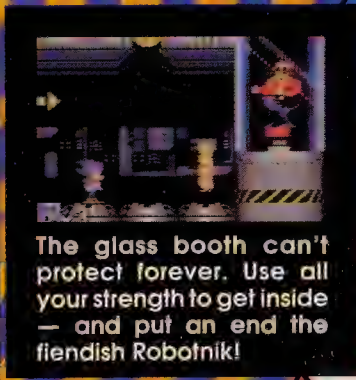
Don't be careless around these electrodes, or you may be fried to a crisp. Wait until the power shuts off, then make your move.



Ride these propelled platforms to catch up to Dr. Robotnik's flying hideout.



Once you're aboard the Sky Base, work your way to the heart of the ship. Robotnik is waiting for a final confrontation.



The glass booth can't protect forever. Use all your strength to get inside — and put an end to the fiendish Robotnik!



WORLD CLASS LEADERBOARD

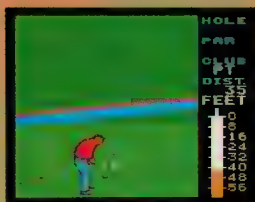
Game Gear/Sega of America

World Class Leaderboard is Sega's first golf title for the hand-held Game Gear. The game highlights four of the most legendary courses on the pro circuit, boasts exceptional graphics, great play mechanics, and even a talking caddy. Quite simply, *Leaderboard* has it all.

Along with the four course selections, the game also allows you the option of practicing your putt or sharpening your swing on the driving range. This is invaluable, because to consistently produce low scores you *must* practice your swing. The ability to do this without actually playing the course is a very nice feature.

A lot of detail has gone into *Leaderboard*, and it shows. In the overhead view of each hole, you don't have to guess which tiny white dot is your ball. A clear, visible line is drawn to the exact point of your lie and labeled "ball." In the novice and amateur modes you're given advice on which club to use, and in the novice mode the caddy will select the club for you. Though his club selection is sometimes wrong (he seems to miscalculate the yardage by a few feet), this gives you the opportunity to better judge the exact distance to the hole. You don't have this option if you choose to play professionally. To add realism, your caddy will even rattle off an occasional snide remark, like "Oooh, can't be too happy about that one."

The most crucial and most difficult part of the game is putting. On each putt, you're provided with a stick-like indicator that protrudes from the ground, casting a shadow across the green. The shadow shows



Take your time lining up each putt, and carefully compensate for any break in the green.



The topview gives you vital information, including a club recommendation.



This scorecard indicates your progress after each hole.

you any slope or break that the green might have, and this lets you make adjustments to your putt. Learning how to read the indicator takes a lot of practice, and some guess work. It can be frustrating, but it doesn't make the game unplayable.



Punching the ball gives you better results out of sand and high rough.

World Class Leaderboard is possibly the best hand-held golf game available. Unlike many golf games, you can pick up *Leaderboard* and begin playing right away. Sega has done its job — now all you need to do is grab your sticks and hit the links.

— Vince Matthews



Sega of America, 130
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DEVILISH

Genesis/Sage's Creation

It sounds familiar — your goal is to bust through blocks with a bouncing ball, using only a paddle to keep the ball in play. But we're not talking about *Breakout*. In *Devilish*, the game premise goes a lot farther than the old *Breakout* it's modeled after.

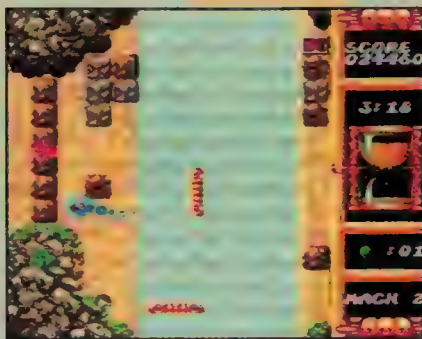


Bust through the headstones, gates, and skeletons to complete this level.

For one thing, you'll be breaking through more than just blocks. The game is full of animated demons of all sorts, and tombstones, bonus items, and even waterfalls. To maneuver the ball through all these enemies and items, you'll have to bounce it not just



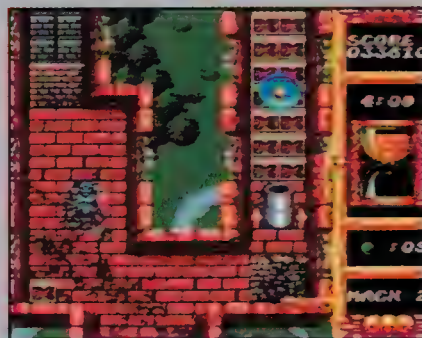
Sink the ball into the clock holes to defeat this boss character.



Be careful not to lose sight of the ball behind the waterfall.

up and down, but through tunnels to your left or right.

The graphics in *Devilish* really live up to the title. Ghouls, skeletons, dragons, and other creatures are everywhere, and the mazes of stone you'll smash through all have the look of haunted castles. The eerie



The cannon can propel you effortlessly through the level.

soundtrack adds to the mood, and the action is quick and tricky enough to keep the game interesting.

You may find *Devilish* a refreshing change from the heavily exhausted game categories — and perhaps games like *Devilish* will



Catch the red power-up and your ball will be transformed into a fire dragon that plows through all obstacles.

encourage designers to look beyond the scrolling shooter formula. Even though the action in *Devilish* is obviously influenced by *Breakout*, the new packaging makes it a refreshing and different cart.

—Patrick Baggatta



Genesis: Sage's Creation,
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No purchase required. One entry per person. Void where prohibited. Not responsible for late, lost, mutilated, or misdirected mail. Entries received become the property of GP Publications, Inc. Individual audio tape submissions can not be acknowledged or returned (please keep a copy of your rap tune). This contest is sponsored by Sega of America, Inc. and is open to U.S. residents excluding employees (and their immediate families) of Sega of America, GP Publications, Inc., their parent companies, subsidiaries, affiliates and agencies. Prizes and approximate retail values are (2) First Prizes: Sega Arcade Powerstick and (5) Sega Genesis games (\$349.95 ea.); (50) Runner Up Prizes: Official ToeJam and Earl Rap and ToeJam and Earl Mobile (\$12.95 ea.); (50) Early Entry Prizes (\$10.00 ea.). Total retail value of all prizes \$1,847.40. Chances of winning are determined by total number of valid entries received. Winners will be chosen on or about July 15, 1992 and will be notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of winners. For a list of winners, send a self-addressed stamped envelope before July 15, 1992 to Game Players ToeJam and Earl Contest, PO Box 29364, Greensboro, NC 27429. Void in Quebec, Canada. All federal, state, and local laws and regulations apply. Acceptance of prize constitutes permission to use winners' names and likeness for publicity purposes without additional compensation or permission.

GALAXY FORCE II

Jeff Lundrigan

REVIEWS

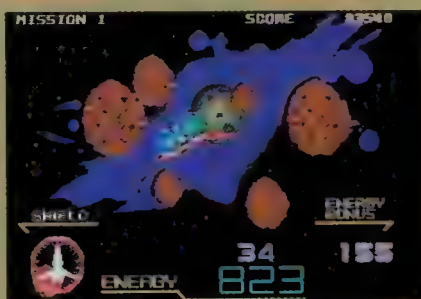
The arcade version of *Galaxy Force II* is one of the great quarter-wasters. Most units are the huge, sit-down kind of game that moves and rolls as you play — and costs four or five tokens for the privilege.

The Genesis version doesn't roll you around, but it isn't too different. Your ship uses energy at a more or less constant rate, and when you run out, the game's over. You earn extra energy by destroying enemies, but that fuel isn't awarded until you reach certain points in each stage. After playing for about five minutes, you get a feel for how much energy you'll need to get to the next fuel-point. And once you're energized you know right away whether you'll make it to the next fuel-point or not.

In the arcade version, you'd you'd just plunk a few more quarters in the machine when you realize you're not going to make it to the next fuel-point — but at home, no such luck. You just keep playing, even though you're doomed. This

can be a little depressing.

The game has other problems, too. The 3-D perspective is pretty neat, but your ship sits in the middle of the screen, constantly blocking your view of enemies (and enemy missiles!) in the distance. When your own ship gets in the way, that's a serious flaw. The controls aren't very



The missions in every stage are very similar. They all have a ground assault, two "fortress" sections, and a trip through an asteroid field.



Each tunnel requires very little maneuvering to get through, although they hold other dangers. The fortresses in stage 5 are filled with gray rocks that are hard to see, much less avoid.



Every stage also ends with an attack on the control center. Every one looks exactly the same — the only difference is color.

responsive, either — something you'll really notice in the tunnel sequences.

Galaxy Force II isn't without redeeming qualities. The graphics are good, and the animation is very smooth. But the overall package just doesn't have enough going for it to elevate the game above average.

AVERAGE
5



In addition to airborne enemies, you have to watch out for attackers on the ground, like these crystal trees — blow them up or you'll get crushed.

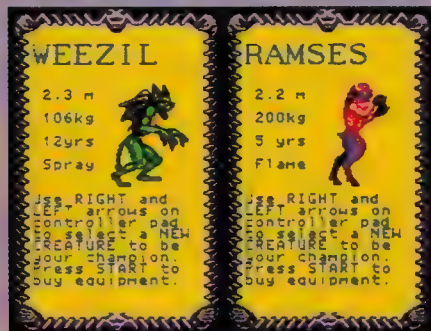
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SLAUGHTER SPORT

Genesis/RazorSoft

REVIEWS

Originally a PC game titled *Tongue of the Fatman*, this cart was supposed to make its 16-bit debut almost two years ago as *Mondu's Fight Palace* from Activision. But for financial reasons, Activision never brought the game to market. For a while it looked as though this game would not make it to stores. It took some time, but Razor Soft finally snatched it up and changed the name



Slaughter Sport has 17 different characters for you to choose from. Each has a unique set of moves and attacks.



Mondu the Fat is your ultimate challenge. Here, you can see why the original PC game was titled *Tongue of the Fatman*!



Mondu the Fat in all his glory. Listen carefully to what he has to say.



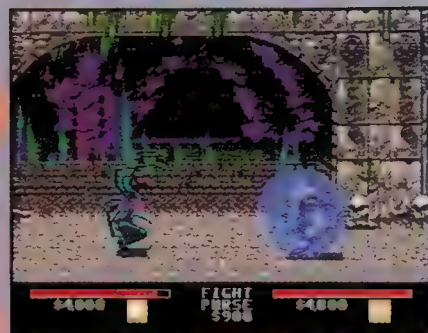
Bonapart uses any and every part of his body to attack you! Here we see Rex getting clobbered with a leg bone.

to *Slaughter Sport*.

Here's the premise: In the distant future, creatures from all over the galaxy gather at an arena once every year for the Slaughter games. The winner is recognized as the best warrior in the universe. The rules are simple: kill or be killed.

Slaughter Sport lets you choose from 17 different characters, each with his or her own unique set of attack moves. And if these moves aren't enough, you can buy magic weapons to give you just the edge you need.

Two years ago, this was a pretty innovative game. And it's still good — but it has plenty of competition



Before each fight you'll have the opportunity to purchase magic weapons. Take your next opponent's abilities into account before buying anything.

now, and one-on-one alien slugfests aren't that unusual. It doesn't offer as many moves as some other titles, and the controls are a little stiff and hard to master. Still, fans of fighting games should check out *Slaughter Sport*. The action may seem familiar, but you've never seen a cast of characters like this!

— Chris Slate



RazorSoft, 7418 North Broadway, Oklahoma City, OK 73116

WHERE IN TIME IS CARMEN SANDIEGO?

Genesis/Electronic Arts

Somebody's ripped off the Paris Opera, or maybe they've carted away an entire mercury mine from sixteenth century Peru. There's even a pre-Columbian Indian village in Arizona that's turned up missing. Hey, no problem.

Whatever the crime, you're a Time Patroller who's not afraid to whip out your *New American Desk Encyclopedia* and start thumbing up the clues to catch the crooks.

What's that? An informant says the thief is a woman with red hair. A witness claims to have seen a likely suspect buying a Matisse. Someone else says that she's going to meet with a Viking ruler named Rurik. This is obviously no ordinary crook — we're talking about a master of time and space.

To catch the criminals who are stealing the planet blind, the Chief has given you the Chronoskimmer time machine and 33 hours. Now move it. Start following the clues, and don't waste any time. If you're not ready for the challenge, we'll send you back to



Use the Chronoskimmer's computer to find out if you've collected enough clues to issue an arrest warrant.



You can pop up in a variety of times and places as you search for Carmen and her gang. But your time is limited.

a brain-dead shooter and let your thumbs go numb.

There's a reason that the *Carmen Sandiego* series of computer games is one of the few entertainment titles that schools want to have in their computer libraries. *Carmen* is fun, and teaches you a number of things — and you're not even aware that your learning. I know, don't say it's "educational" or some gamers will run screaming from the room. But the truth is, *Carmen Sandiego* is always a challenge and has solid entertainment value. And you get a copy of *The New American Desk Encyclopedia*, which is crucial to tracking down the clues and looks great next to your Genesis console.

The Genesis version of this very popular computer game is first-rate. The graphics are colorful and crisp. In a series of humorous animations, Carmen's thugs — the Vile Henchmen — pop up when you're on the right track. And there are dozens of different scenarios scattered

throughout time and space. *Carmen* is a great way to jump-start your brain. We really recommend it.

— Selby Bateman



When you uncover a place, an event, or a person, turn to *The New American Desk Encyclopedia* to find out related facts that might be important.

EXCELLENT
8

Electronic Arts, 1450
Fashion Island Blvd.,
San Mateo, CA 94404

CYBER-COP

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION



The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

Or is it an accident that the UCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

Translated from the number one European hit **CORPORATION**, you're the **CYBERCOP** who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.



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Just remember **CYBERCOP**™ you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power - everything from hologram projectors to infra-red image intensifiers.

If all goes well, you'll be a national hero. But if the droid guards, sleeping gas and autolock doors get the best of you - even your own mom will deny that she ever knew you!



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THE TERMINATOR™

Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots pilot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

Just like the movie, you assume the role of Kyle Reese, a time traveller from the future who returns to modern-day L.A. to protect the life of Sarah Conner - the beautiful woman who holds the key to the survival of the human race.

Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

FEATURES:

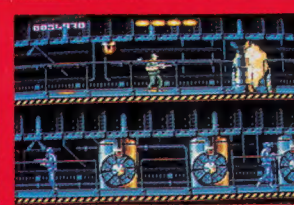
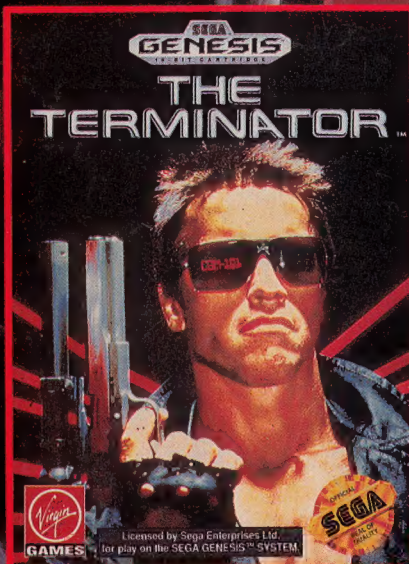
- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

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